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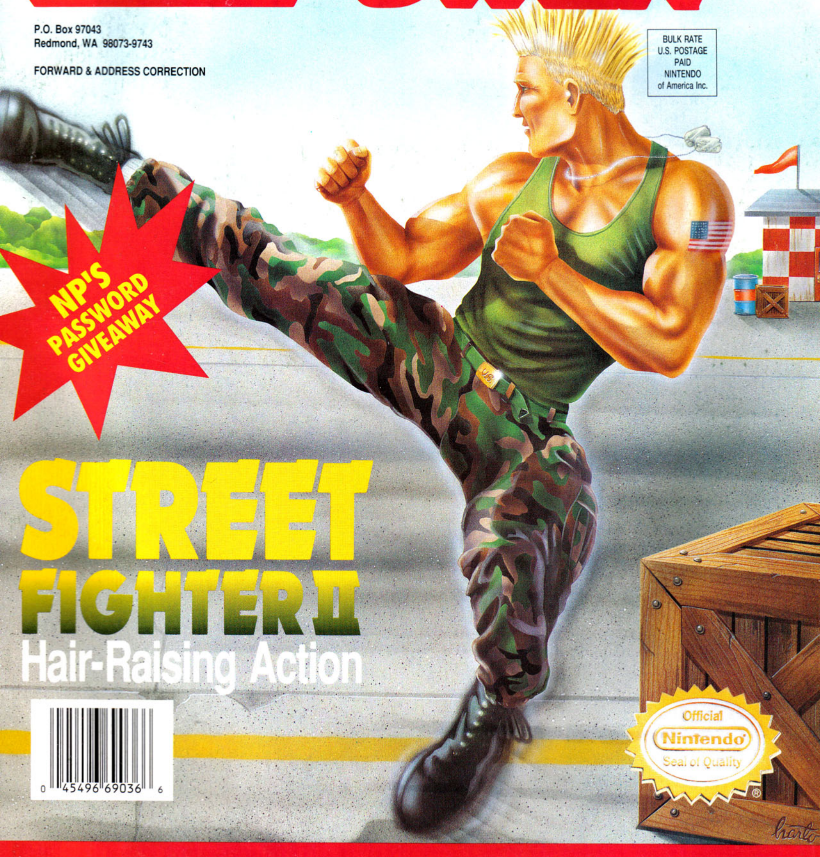

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DO YOU KNOW WHERE YOUR GAME PAK HAS BEEN?

SUPER MARIO BROS. 3

Rex really wanted to play. It's too bad the first thing he found was your favorite Game Pak. He slobbered all over it! Sure, he could have gone for his plastic doggie bone, but noooooo... he just had to have the game. **Don't worry**. All is not lost. You have your NES Cleaning Kit. You'll want to clean off the contacts before using *this* game again. Be thankful you stopped him before he had a chance to **really** destroy it. Then you would have had to take it to a Nintendo World Class Service Center to have it repaired. You need to take care of your games. Looks like you need to play with your dog more, too!

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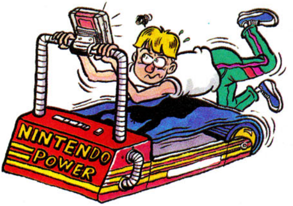
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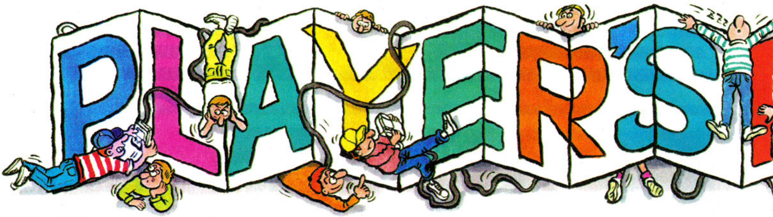

Because we come to work every day and have a regular routine, we sometimes forget the unique side to some of our readers' daily lives. That is, until we open your letters!

STUDENT POWER

I'm a high school student and a Power Player. Whenever I feel like I'm buried in research papers, tests and labs needing to be completed, I call a time out and go for my Super NES, NES or Game Boy. Playing video games clears my mind. It also gets rid of stress. I've found the systems to be the next best thing to having an actual arcade machine, and they cost less!

Stanley Ng
Longview, WA

AWESOME TWOSOME!

We got our NES in 1988 and have beaten about 50 games. One really cool thing is that because my brother has no arms, he plays with his feet.

Sam and Jon Sheptock
Interlachen, FL

Two aspiring Game Counselors, possibly?

MOVE OVER BEETHOVEN

While my brother, Nicky, was playing SimCity, I started playing the Village Music on my keyboard. After working out a few bugs, it sounds perfect!

Bobby D'Errico
Stratford, NJ

COUNTDOWN.. 30.29.28..

Dad said we can get the Super NES if we get along for 30 days. He already has it, but it's in the garage attic. He'll even cut it down to 20 days if things go well. I have two brothers who always fight, so I doubt we will get it.

Chris Pickin
Allegan, MI

You're counting and we're hoping, Chris! Let us know if the three of you pull together enough to step into the world of Super power.

SUPER NES OPINION POLL

I've owned a Genesis for a year, but have played my NES more because I wasn't impressed with the so-called "next generation." I purchased the Super NES and found the "real" next generation! There's no comparison; ActRaiser is like playing a classical CD and the Mode 7 action in PilotWings is incredible. Give it up, Genesis!

Charlie Drouaillet
Moreno Valley, CA

I'm having a hard time deciding which system to buy: Super NES or Genesis. Everyone knows that the Super NES has the best action and adventure games like Street Fighter II and the new Zelda game, but I LOVE sports games. Genesis may have the upper hand in that category. What can I look forward to in Super NES sports games?

Mark Knight
N. Hollywood, CA

There should be about 25 Super NES Sports games by the end of the year, Mark. Keep your eye on Pak Watch!

What makes a great system? Tell us what you think about the capabilities of the Super NES compared to other systems. What's important to you? Graphics? Games? Speed? Sound? Style?

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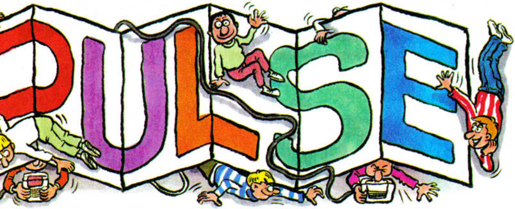
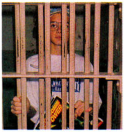


STAR WARS CONTEST WINNER!


It's certainly not a crime to read Nintendo Power. Erich took a tour of the infamous, but now defunct, Alcatraz prison.

Erich Fisher, from Spring, Texas, was chosen as the Grand Prize winner in our Player's Poll Contest from Volume 31. Erich and his mother flew to San Francisco for a fun-filled weekend! Erich is a huge Star Wars fan. Needless to say, he was extremely excited about being chosen as the winner. Erich visited LucasArts and got a chance to see how video games are developed and programmed. He also saw how some special effects are created for movies and television. A stop at the Star Wars Archives proved to be the highlight of the weekend and an enlightening experience. The props used in films produced by George Lucas are kept there. Everyone had a lot of fun.

Boba Fett sets off to capture Han Solo. It was a dream come true for Erich to visit the Star Wars Archives and see items from his favorite movies.

Captain E-O? Erich tried on the same gear Michael Jackson wore in the mini-movie. The Star Wars Archives houses more than just Star Wars items.

EDITOR'S CORNER

Volume 38 marks the fourth anniversary of Nintendo Power magazine. Four years... WOW! It seems like only last month we were deciding what to put on our first cover. We'd especially like to thank those people who have been subscribing to Nintendo Power since the beginning. We also hope that you stay with us for many more years! Over the years we've seen the release of hundreds of games and two new Nintendo systems. Along with those releases, our magazine has grown and transformed into what you are looking at today. There are more great releases on the horizon, too. Nintendo's new CD system will make its debut within the next year. You can be sure that we will have the "inside track" on this exciting piece of hardware and the software to go along with it. Stay tuned for more!

Gail Tilden
Editor in Chief

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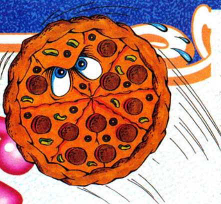
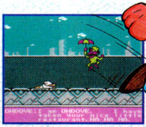


Panic Restaurant™

Welcome to "Eaten"—a world-famous dining establishment. Fine cuisine is dished up daily by the owner and chef, Cooky. Eaten's success has been attributed to a mysterious secret ingredient that Taito has conjured up for Cooky to use. Apparently, this secret ingredient is now causing a strange mutation in the food. Cooky's former assistant, O'Dove, may be behind this plot. He has vowed revenge because of an unfortunate incident involving a potato peeler.



OHDOVE:I am OHDOVE.   I have taken your nice little restaurant.HA HA HA.

© TAITO 1992

House Specialties

Candy

Chowing down on this item will replenish Cooky's Life level by one Heart.

Lollipop

With one of these suckers, Cooky earns one of four Heart Containers.

Chef's Cap

Donning a difficult-to-find Chef's Cap gives Cooky an extra life.

Let 'Em Have It!

Cooky's trusty Frying Pan has a short range.

The Spoon, with its long range attack, is the best weapon.

Cooky rides around on the Fork, but not if he's smart.

Cooky's Saucers are an excellent long-range weapon.

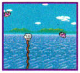
The Invinci-Pot gives Cooky invincibility for a while.

LUNCH SPECIALS

From time to time, Cooky will encounter ladders which go up through the ceiling. At the end of each ladder is a bonus game.

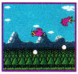
Fresh Fish

Use the retractable hand to catch the fish as they leap up. Each fish that Cooky catches is worth 100 points. Don't catch the exploding fish!



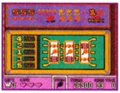
Poached Eggs

The birds that fly across the screen will drop eggs. Move your basket under a dropping egg to catch it. The basket is a bit hard to control!



Spare Change

After each level, Cooky participates in a game of chance if he has any Coins accumulated. Play up to five Coins at a time in the "slot machine." If Cooky matches three items in a particular row which he has made a bet on, he'll receive a prize.

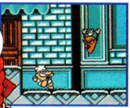


STAGE 1

Appetizers

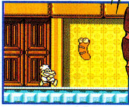
Wait a minute! What's going on here? As Cooky arrives at Eaten, he encounters giant Carrots and trotting Chickens out in front of the restaurant! The Carrots, obviously having the best eyesight, managed to find a way out of the restaurant. No one knows how the Chickens got out. Instead of preparing food, Cooky must prepare himself for a smorgasbord of edible enemies.

STEAMED CARROTS



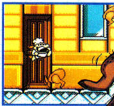
The Carrots have found a home in the ground, but will jump up and attack Cooky if he comes near.

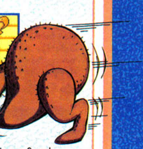
ROASTED WEENIES



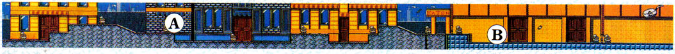
The Roasted Weenies are slow, but they can be a bit deceptive because they pause before they jump. Don't approach them when they're jumping. Moral: Know thy hot dog!

FRIED CHICKEN

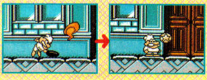




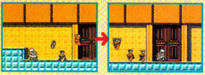
The only thing these poor headless Chickens know how to do is run. Smack 'em with the Frying Pan or Spoon to earn a valuable Coin.



A Keep an eye out for running Chickens here. Smack 'em and earn a Coin.



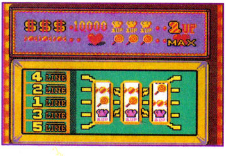
B Move back and forth in this area. The enemies reappear. Defeat them over and over again to collect mass quantities of Coins. Watch the timer!



LUNCH SPECIAL

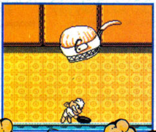
Spare Change

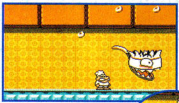
Each boss gives up some Coins once it has been defeated. Cooky should stand directly in front of the boss to snag as many Coins as possible.

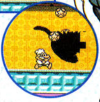


POP TOP

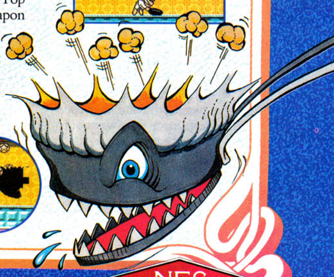
Avoid Pop Top when he lands and jump over him when he moves across the room. Hit Pop Top several times with a weapon to get him to explode!







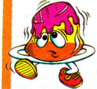
Pop Top will pop his top when struck several times. Watch out for popcorn, though, it will damage Cooky. But wait, Pop Top isn't finished yet. Get the Coins!



STAGE 2

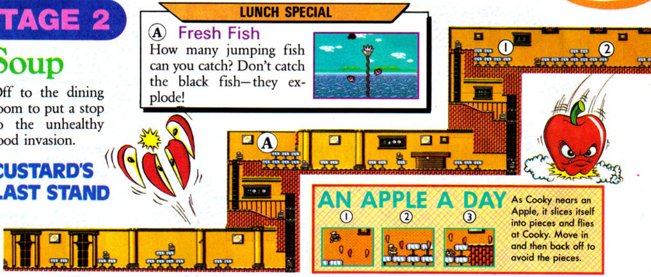
Soup

Off to the dining room to put a stop to the unhealthy food invasion.



CUSTARD'S LAST STAND

Wait for the Custard to stop moving, then move in and smack it!



LUNCH SPECIAL

Ⓐ Fresh Fish

How many jumping fish can you catch? Don't catch the black fish—they explode!

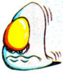
AN APPLE A DAY

As Cooky nears an Apple, it slices itself into pieces and flies at Cooky. Move in and then back off to avoid the pieces.

STAGE 3

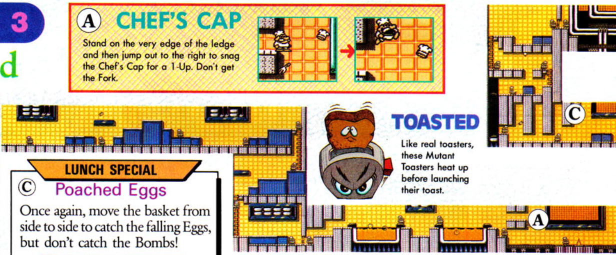
Salad

It sure is an awfully large stove, but hey, Cooky serves a lot of people at Eaten.



OVER EASY

The Over Easy Eggs are very slow and are very easy to beat...no pun intended.



Ⓐ CHEF'S CAP

Stand on the very edge of the ledge and then jump out to the right to snag the Chef's Cap for a 1-Up. Don't get the Fork.

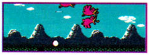
TOASTED

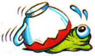
Like real toasters, these Mutant Toasters heat up before launching their toast.

LUNCH SPECIAL

Ⓒ Poached Eggs

Once again, move the basket from side to side to catch the falling Eggs, but don't catch the Bombs!





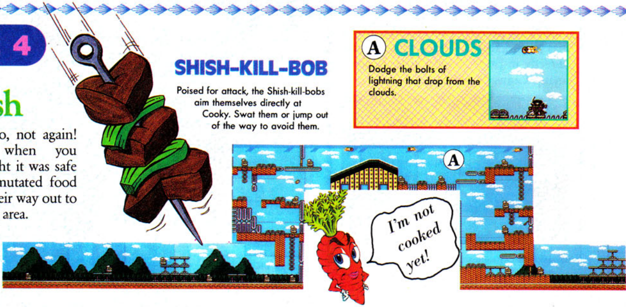
CUP 'O SLUG

Much like a Hermit Crab uses a shell, the easily beaten Cup 'o Slug uses a teacup for its protection.

STAGE 4

Fish

Oh no, not again! Just when you thought it was safe for a picnic, the mutated food items have made their way out to the outdoor eating area.



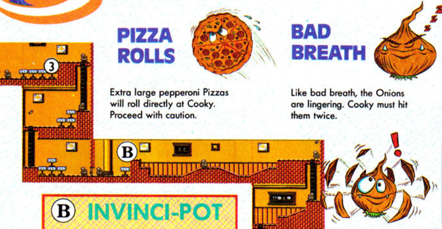
SHISH-KILL-BOB

Poised for attack, the Shish-kill-bobs aim themselves directly at Cooky. Swat them or jump out of the way to avoid them.

Ⓐ CLOUDS

Dodge the bolts of lightning that drop from the clouds.

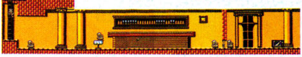
PIZZA ROLLS



Extra large pepperoni Pizzas will roll directly at Cooky. Proceed with caution.

BAD BREATH

Like bad breath, the Onions are lingering. Cooky must hit them twice.

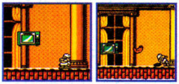


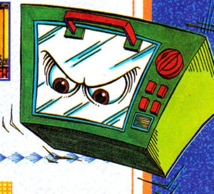
B INVINCI-POT

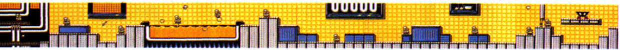
Jump up and grab the Invinci-Pot here. Nothing will be able to harm Cooky . . . at least for a little while.

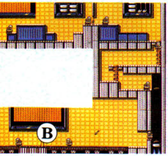
NUKED

This mad Microwave houses four Chickens who will jump out and run at Cooky. Avoid the Microwave when it bounces across the room and then hit it repeatedly with any weapon.



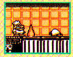




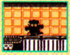


B IF YOU CAN'T STAND THE HEAT . . .

The flames move from burner to burner and turn on and off in a predictable pattern.



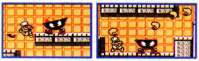
Jump over the burning flame to avoid it.



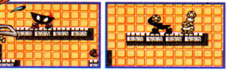
Oops! Cooky wasn't paying attention and got burned.

TEMPER-A-SHRIMP

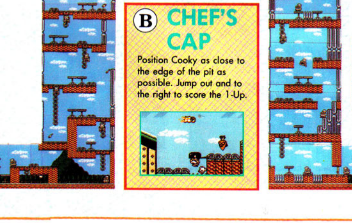
It might not seem like the thing to do, but jump right up and start wailing rapidly on this wacky wok. Cooky may take some hits, but he'll ultimately prevail.



Jump up and start hitting the wok. Watch out for the Shrimp flying out of the wok.



Remember, in order to get Coins, stand in front of the boss after you've defeated it.

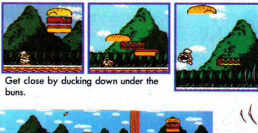


B CHEF'S CAP

Position Cooky as close to the edge of the pit as possible. Jump out and to the right to score the 1-Up.

CHEESY BURGER

Cooky must bash the mutated hamburger patty several times to ultimately destroy this beefy boss. Duck down to avoid the sesame seed buns when they separate and fly off horizontally.



Get close by ducking down under the buns.

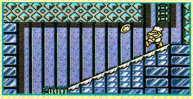
STAGE 5

Meat

Cooky makes a decision to check out the freezer for more giant food items. It's a good bet that he'll find some.

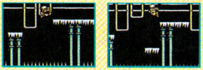
Ⓐ DON'T DO DISHES

Don't jump up to get the Saucer weapon in this area. It's much too difficult to hit the Pizza Rolls with, anyway.

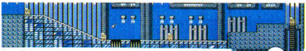


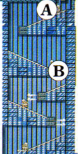
Ⓔ FRIGID FLOORING

The middle section of the platforms are stable, but both ends will fall away if stepped on.

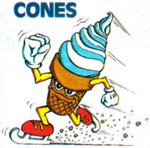


Look for rising red Ice Pops before leaping onto the next section of frigid flooring.





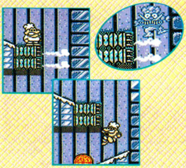
SKATE CONES



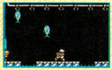
Cooky can easily cream these soft vanilla skaters.

Ⓑ FREEZER BURN

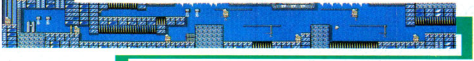
Stand on the edge of refrigerators and fall off after the icy blast clears. Careful, timing is everything or Cooky will get the Frigid Freeze.

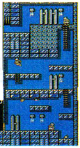


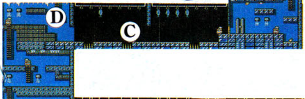
Ⓒ STIFF STURGEON

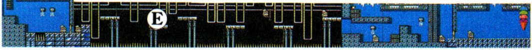


Several fish in this area will fall as Cooky approaches.





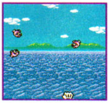




LUNCH SPECIAL

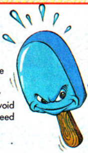
Ⓓ Fresh Fish

The Flying Fish move a bit faster this time around. Concentrate!



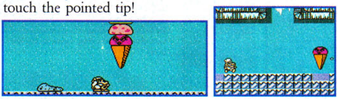
ICE POPS

The Ice Pops rise slowly from the floor, but Cooky can't jump to avoid them. Proceed slowly.

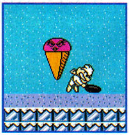


ICE SCREAM

Cooky needs to jump over the bubble gum, lime and raspberry globs of ice cream that this boss hurls. Don't touch the pointed tip!



Carefully jump over each glob of ice cream that is hurled your way. Now Cooky can move in for the attack.



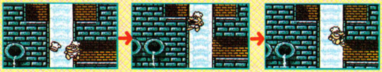
The only part of the cone that will hurt Cooky is the pointed bottom tip. Stay away from it.

STAGE 6

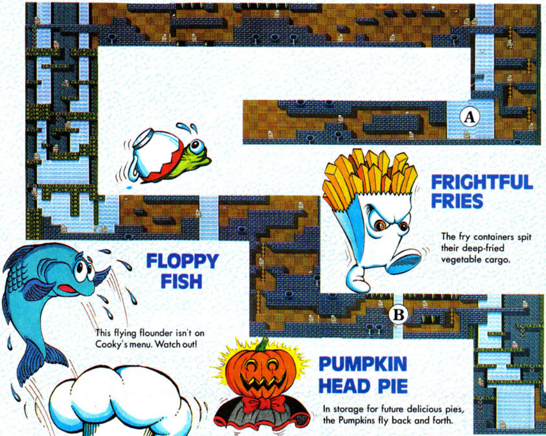
Dessert

Cooky trots into the storage cellar for the sixth and final stage. O'Dove awaits at the end.

Ⓐ CHEF'S HAT



The second 1-Up in this stage is difficult to obtain. It takes a perfect leap from the edge of the lower ledge to nab it and get back to the ledge.



FRIGHTFUL FRIES

The fry containers spit their deep-fried vegetable cargo.

FLOPPY FISH

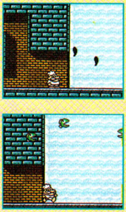
This flying flounder isn't on Cooky's menu. Watch out!

PUMPKIN HEAD PIE

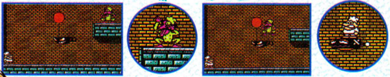
In storage for future delicious pies, the Pumpkins fly back and forth.

Ⓑ FLYING FLOUNDER

Cooky can see the shadows of the Fish before they finally jump out through the waterfall. Move out of the way when you see the shadows!



FOOD FIGHT!



"C'mon," screams O'Dove as he takes off in his souped-up pan. For this confrontation, Cooky is outfitted with a new weapon: eggs! Toss the eggs as fast as possible. The object is to hit the balloon which holds O'Dove's pan aloft. O'Dove will move around and try to crash into Cooky's broken-down pan.

O'Dove's balloon is beginning to deflate. Keep chuckin' those eggs at him, Cooky. He'll go down!

KA-POW! O'Dove's balloon has failed him. The only thing Cooky has left to do now is clean up the mess which the mutated food items have created.

CAPCOM'S GOLD MEDAL CHALLENGE '92™

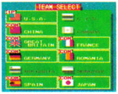
BRINGING HOME THE GOLD

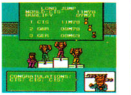
Once every four years a billion television sets around the world are tuned to the Summer Olympics. The owners of those TVs spend countless hours watching athletes parade and sweat. They listen to announcers getting up close and personal, and they see maybe a million ads. This year, expect more of the same, unless you want to get into the action and compete in your own summer games. Capcom makes it possible with Capcom's Gold Medal Challenge '92. There are 18 events to master with disciplines in track and field, swimming, weight lifting and gymnastics. A Training mode lets you perfect your technique and a Records mode saves your best efforts with the built-in Battery Pak. The real action is in the World Tournament where up to eight players can compete against each other in two-player races and alternately in other events. With 12 nations to choose from, each player represents a different country and competes in every event. Medal counts, awards ceremonies and obnoxious announcers add a touch of reality. On the other hand, the cartoony athletes add a comic touch by celebrating their victories and weeping at the agony of defeat.

© Capcom 1992

STAGING THE GAMES

Grab the Gatorade, then get ready to go. You'll have to choose your options, like how many players will compete and what nations they will represent. If you want to save the tournament in progress, choose one of two files. Once the choices are made, get set to win some gold.





LONG JUMP
WORLD-CIS- 11M78
QUALIFY 07M21
1 CIS 11M78
2 GBR 08M78
3 GER 08M69

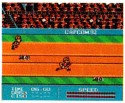
CONGRATULATIONS!
CIS! CIS! CIS!

PROGRAM 1

Program 1 places an emphasis on both power and timing. Sprints are power events while most swimming events are tests of timing. The Long Jump requires strength for the approach and timing on the takeoff. Every program is a mixed bag.

100 METER DASH

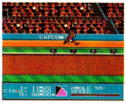
The premier sprinting event requires all-out effort from the sound of the gun. Push the A Button as rapidly as possible to build up to your top speed, and don't let up for an instant.



Your opponent is in the other lane as you sprint towards the finish line.

LONG JUMP

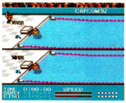
Sprint down the runway at top speed then push your Control Pad in any direction to set the angle of the jump. The best angle is between 45 and 50 degrees. Watch that foul line!



Too high or low an angle ruins the jump. Make sure that you don't foul when you jump.

100 METER BACKSTROKE

This is the one swimming event in which you don't have to control your breathing. Set a steady rhythm of strokes—not too fast. If you are using a controller with Turbo, turn the Turbo off.



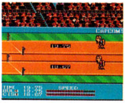
Don't worry about breathing, just paddle like a shark is on your tail.

PROGRAM 2

Strength is the key to winning the Gold Medal in Program 2. In the Shot-Put, you must combine strength with accuracy. Strength and rhythm are critical to the 100 Meter Butterfly while conserving strength helps win the 200 Meter Dash.

200 METER DASH

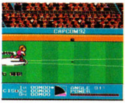
You can't go all out for 200 Meters without running out of Hearts. After a fast start, slow your pace just enough to keep several Hearts full, then turn it on again at the end of the race.



Don't burn yourself out in the 200. Slow down some during the middle stretch.

SHOT-PUT

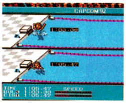
Power-Up your strength as much as possible before throwing the Shot. At full strength, an angle of about 45 degrees will give you the World Record. Too quick a throw lands you on your face.



The angle of the throw is critical. About 45 degrees is best.

100 METER BUTTERFLY

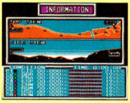
Whatever you do, don't run out of Hearts. Remember to breathe every few strokes. Go all out at 50 meters and near the end. Boost your strength as high as possible for the dive off the block.



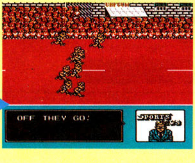
Keep up a rhythm of strokes and breaths. The more regular the rhythm, the faster you swim.

SPECIAL EVENT

After every Program you'll take part in a continuing Special Event—the Marathon. Each time you come back to the Marathon, you'll set your running speed for the next leg. The trick is to choose a fast speed that doesn't completely drain your energy. Most runners are conservative.



You get a top and side view of the course.

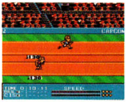


PROGRAM 3

The events in Program 3 require as much strategy as strength. Conserving power will be the key to the 400 Meter Dash. The Triple Jump winner has to decide on three jump angles. The best swimming strategy is to watch the Speed Meter.

400 METER DASH

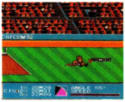
In this race you'll have to slow down long enough to refill your Hearts. If you're playing a computer opponent, rest assured that it will run out of Hearts and stop dead in the track.



Run too fast and you'll run out of Hearts. Slow but steady wins the race.

TRIPLE JUMP

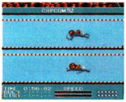
The Triple Jump consists of two skips and a long jump. The skips should be fairly low angle—20 to 25 degrees. The final jump should be 45 degrees or more.



Take flight on the third jump. With good angles and full power, you can jump out of the pit.

100 METER FREESTYLE

Finding the fastest rhythm of strokes and breaths is the toughest part of this swimming event. Don't breathe at every stroke. Also, a slower stroke may be more powerful. Watch the Speed Meter.



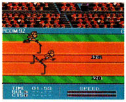
A slower stroke may prove faster. Keep an eye on The Speed Meter to judge your speed.

PROGRAM 4

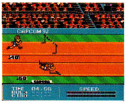
The events of Program 4 require specialized skills. The 110 Hurdles will keep you hopping down the track while the Javelin throw places a premium on the angle of throw. The 100 Meter Breast stroke is another test of timing and endurance.

110 METER HURDLES

You'll want to stay on the ground as long as possible to keep up your speed, but if you jump too close to a hurdle, you'll take a nose dive. Take two or three steps between jumps.



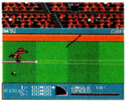
Jump well ahead of the hurdle to clear it.



Cutting your jump close doesn't pay off.

JAVELIN THROW

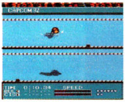
Bring your athlete up to full power on the approach track and allow for an extra step in front of the foul line when you release the Javelin. The angle should be between 45 and 50 degrees.



The angle of the throw is critical. The longest throws result from an angle of 45 to 50 degrees.

100 METER BREAST STROKE

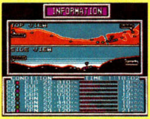
Like all swimming events, the Breast Stroke requires consistency and timing. Stay underwater for as long as you can at the beginning. When you come up for air, replenish your Hearts.



You can take the lead underwater. When you come up, refill your Hearts by taking regular breaths.

SPECIAL PROGRAM

In the middle stages of the Marathon, you'll have to slow down to conserve energy. After the game shows where you are on the course, you'll choose a new speed. Go 18 kph for the third leg of the race and 19 kph for the fourth leg.

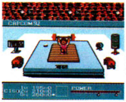


PROGRAM 5

Strength, skill and timing all come into play in Program 5. Weightlifting requires strength. The High Jump takes precise timing for the beginning of the jump and flop. Your skill on the Vaulting Horse is judged for style and execution.

WEIGHT LIFTING

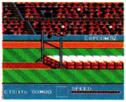
As long as you keep your Power Meter above the Weight Mark for three seconds you'll be credited for a lift. Try to place the Weight Mark as close to your highest consistent Power Meter level as you can.



Keep the weight up for three seconds to earn credit for a lift.

HIGH JUMP

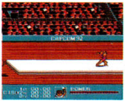
Run up to the bar and jump at the last moment, then flop over the bar at the highest point of your jump. It sounds easy, but this is one of the toughest events.



Flop over the bar at the high point. Jump from just in front of the bar.

VAULTING HORSE

The jump to the vault should be made from the end of the runway, then hold the directional Control Pad to execute one of the four maneuvers that carry you over the Horse to the mat.



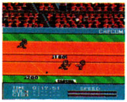
A solid landing helps your score. You are judged on a ten-point scale.

PROGRAM 6

The final Program requires great stamina. The 4 x 100 Meter Relay is basically a 400 meter sprint, because none of the racers will tire. The 200 Meter Medley swimming event includes each of the four strokes for one pool length.

4 X 100 RELAY

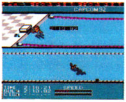
Think of this event as four 100 Meter Dashes in a row. Each runner is fresh and there are no Hearts to worry about. You don't even have to control the passing of the baton.



Batons are handed off automatically. Run all out on all four legs of the race.

200 METER MEDLEY

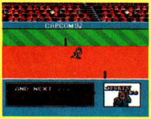
The biggest challenge is to adjust your rhythm to the new stroke after each pool length. Otherwise, keep an eye on your Hearts and swim underwater as long as possible at the start.



You need Hearts to keep in this race. Change your rhythm when you begin a new stroke.

SPECIAL PROGRAM

The final leg of the Marathon should be run at a faster pace. Chances are that the computer opponents will go all out during the last kilometers of the race. You should have just enough energy to maintain the lead and take home the Gold.



Pick up the pace and win the race.

WORLD CHAMPION
GOLD MEDAL

Might & Magic™

FLY OFF TO ADVENTURE

American Sammy's new NES adventure, Might and Magic, is a challenging journey that takes you from Sorpigal Inn to the far reaches of the world of Varn. If you like complex role playing games—and if you have a lot of time to play—this could be just the title for you.

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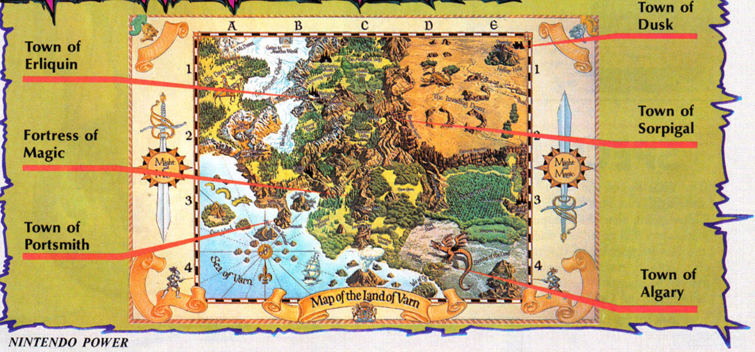
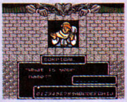
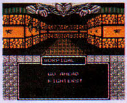

Town of Dusk
Town of Erliquin
Town of Sorpigal
Fortress of Magic
Town of Portsmith
Town of Algary
A
B
C
D
E
1
2
3
4
Sea of Varn
Map of the Land of Varn

I Hit The Streets

Sign In, Please

Your goal is to discover the Secret of the Inner Sanctum. To do so, you will explore towns, castles, mountains, forests, deserts and labyrinth-like caverns. In all, there are 55 areas, each a 16-by-16 square grid. You will have to map your progress and keep track of your location by identifying your present coordinates on the map. First, give your character a name, then start on the streets of Sorpigal. You'll view your surroundings from a first-person perspective and change the view by pressing different directions on the Control Pad.


SORPIGAL
"What is your
name?"
0123456789ABCDEFGHIJ


SORPIGAL
GO AHEAD
FIGHTERS!

II Save The Day

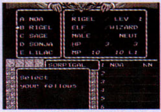
Don't Lose Out!

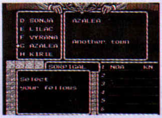
It's battery-backed, so visit Inns and save your game often to retain your hard-won progress.

III It's Party Time

Select Your Crew

First, go to the Inn and enlist party members. Look at their strengths and weaknesses, and be sure to include members with a variety of skills. Sign on a Cleric and a Thief right away. They're the only ones who can detect traps and open locked doors safely, and Clerics gain strength quickly. The game's mapping feature lays the area out on a grid, and each time you press the Control Pad you either change the direction you're facing or move one space on the grid. Activate the map by pressing Select.

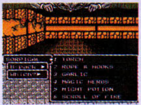

A NOA
B RIGEL
C SAGE
D SONJA
E LILAC
RIGEL LEV 1
ELF WIZARD
MALE NEUT
HP 3 3
MP 10 10 L1
SORPIGAL
Select
your fellows
1 NOA KN
2
3
4
5
6


D SONJA
E LILAC
F VYRANA
G AZALEA
H KIRIE
AZALEA
Another town
SORPIGAL
Select
your fellows
1 NOA KN
2
3
4
5
6

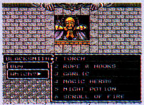
IV Prepare To Fight

Equip Your Party

Your group is empty-handed in the beginning. You have to either find or buy weapons, armor and other items to make them more effective in a fight. To create a powerful team, learn to match members with the particular weapons they can use.


SORPIGAL
B-pack
Which?
1 TORCH
2 ROPE & HOOKS
3 GARLIC
4 MAGIC HERBS
5 MIGHT POTION
6 SCROLL OF FIRE

All members can store up to six items in their own Backpacks.

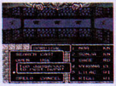

BLACKSMITH
BUY
Which?
1 TORCH
2 ROPE & HOOKS
3 GARLIC
4 MAGIC HERBS
5 MIGHT POTION
6 SCROLL OF FIRE

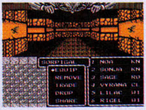
When you have enough money, go to the Blacksmith and buy items.

V Command The Troops

Day To Day Demands

When you're not in a battle situation, you can instruct your crew to do chores like open doors, search for treasure, and set up camp for the night.

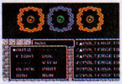

SORPIGAL
SEARCH CAST
OPEN USE
SPELL CANCEL
1 NOA KN
2 SONJA KN
3 SAGE RO
4 VYRANA CL
5 LILAC WI
6 RIGEL WI


SORPIGAL
EQUIP
REMOVE
TRADE
DROP
SHARE
1 NOA KN
2 SONJA KN
3 SAGE RO
4 VYRANA CL
5 LILAC WI
6 RIGEL WI

Battle Cries

When you encounter enemies, you'll have a different selection of commands. First, you'll choose whether you want to engage in combat, retreat, bribe the enemy so they won't attack, or just give up. When you elect to Attack, a second menu appears, and you will have several options that let you command individual group members. With experience, you'll learn how to use each trooper to your best advantage.

COMMAND	RESULT
ATTACK	Select Attack to make the list of combat options appear.
BRIBE	Save your group—but lose your cash—by Bribing the enemy.
RUN	Elude the enemy and return to your starting point by Running.
GIVE UP	By Giving Up, you escape but surrender all Gold, Gems and Food.

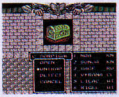

NOA
AUTO
FIGHT USE
VIEW
BLOCK PROT
RUN
POLTERGEIST

During the battle, you can decide which of the enemies to go for first. You can Attack only those enemies shown on the screen, but you can Shoot or Cast spells on the ones waiting in the wings.

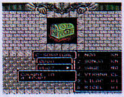
VI Gold Rush!

Collect Coins

After a battle, search the area for treasures. Enemies often leave behind Gold, weapons, and other items. If you find Leather Bags and Treasure Chests, have your Cleric check for Traps and Spells before you have the Thief Open them. If you don't, you run the risk of having razor blades rip through your party. A blade attack can take the whole gang down at once. Blades attack if you have an unqualified person Open locked doors, too.


SORPIGAL
OPEN
UNTRAP
DETECT
CANCEL
1 NOA KN
2 SONJA KN
3 SAGE RO
4 VYRANA CL
5 LILAC WI
6 RIGEL WI

Have the Thief Untrap the find before you Open it.


SORPIGAL
1 NOA KN
2 SONJA KN
3 SAGE RO
4 VYRANA CL
5 LILAC WI
6 RIGEL WI

Trapped treasure spells disaster for the entire team.

THE WORLD OF VARN

Varn is a vast and mystic land that stretches from glacial peaks to distant isles. It was once a peaceful land, but for some unknown reason, the villagers have gone underground to seek refuge in caverns beneath the streets.

Sorpigal

Sorpigal Sites

G: Sorpigal Gallery
J: Jail
R: Stone Relief
M: House of Moonshadow
I: The Inn of Sorpigal
B: B and B Blacksmiths
F: Eulard's Fine Foods
O: Passage to Outside
W: Warp
T: Otto's Training
Tv: Olde Hogge Tavern
GM: Guild Master
S: Stairway
→: One-way Wall
↔: Two-way Wall

Out On The Town

The quest of the Inner Sanctum begins on the streets of Sorpigal. Before you begin exploring, go to the Inn and register, then Select your party from the members' list. In the beginning, your party is weak and unarmed. As you fight enemies you build experience points and find weapons and other items. Equip your team as soon as possible, either with the things you find or the ones you buy from the Blacksmith. Information is scarce, but there are a couple of loose-lipped patrons at Olde Hogge Tavern. Belly-up to the bar there and be sure to Tip your server. Next, stroll through Sorpigal Gallery. Ancient plaques, each accompanied by a cryptic message, line its walls. Take notes about what you hear and read. Even if the information doesn't make sense to you early in the game, it may solve mysteries to come. Explore all of the rooms, but stay out of Jail until you're more experienced. The strong enemies held there will dispatch inexperienced parties in short order. You don't want to lose the experience and goods you gain, so return to the Inn and save your progress frequently. The battle skills you learn in Sorpigal will serve you well later.

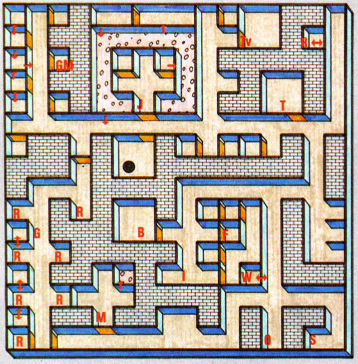
The Blacksmith's Bill of Fare

Miscellaneous	
Torch	2
Rope & Hooks	10
Garlic	5
Magic Herbs	50
Might Potion	200
Scroll of Fire	300

Weapons	
Dagger	5
Hand Axe	10
Short Sword	20
Sling	10
Crossbow	50
Staff	30

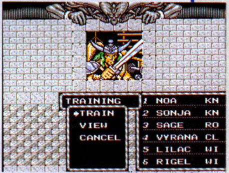
Armor	
Small Shield	10
Padded Armor	10
Leather Armor	20
Scale Armor	50
Ring Mail	100
Chain Mail	200

You can either buy items from the Blacksmith at the prices posted or sell those that you win in battle back to him for half their original prices.



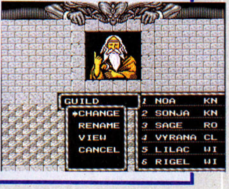
Seek Training From Otto

To develop battle strength and wisdom, visit Otto for Training. He doesn't waste his time on wimps, though, so you'll need some fighting experience—and the Gold you garner from beaten enemies—to persuade him to help. Each session raises the trainee's Hit Power, and it raises the Magic Power of qualified spell-casters, too. The number of experience points it takes to reach the next level increases as you climb up the ranks. If you need Gold, Gather from the party or sell extra Items to the Blacksmith.



Visit The Guild Master

Does your party include a weak link who is of little use in battle? If you'd like to change the abilities of any of your party members, you can go to the Guild Master, who lives in a room in northwest Sorpigal. If you agree to forfeit a member's experience and goods, you can change his or her profession, alignment, even gender. Customizing a member can be helpful in many ways, but consider carefully before giving up hard-won experience because an altered member must start from scratch back at Level 1.



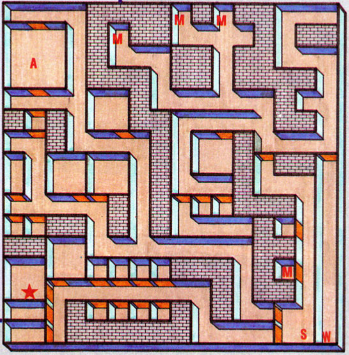
C-Sorpigal

Cavern Map Key

A: The Arena
S: Stairway
W: Warp
M: Message
★: Corak

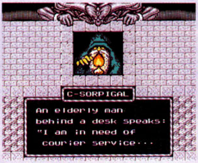
Descending Into Darkness

The Stairway in southeast Sorpigal leads to the Caverns below the city. Strong enemies wait in the darkness there, so inexperienced parties won't make much progress. Without a light source, your party won't be able to see the map and will end up feeling its way down the darkened corridors, but if you have a Lantern, Torch, or a member capable of casting Light spells, you can illuminate the halls and the map. You'll find that Magic is ineffective in many of the Cavern regions, and some places are too dangerous for camping so your party won't be able to rest. Don't get caught in a trap—have a Thief open the locked doors you find. The Arena, where crowds wait to witness brutal battles between warring parties, is a good place to build experience points—if you can get that far. Corak, who the barkeeper told you to see, waits in a southwestern room, but Monsters attack at nearly every step there, so your level should be above five before you try to find him. He has the information that you'll need in order to continue your quest.



The First Quest: Deliver The Scroll

When you finally find Corak in the depths of the cavern, he'll ask you to deliver a Scroll to someone named Agar in the town of Erliquin. You can leave Sorpigal through its front entrance and walk there, but traveling on foot is dangerous for young parties. Instead, you can go to the young man located at point W on the map and pay him to send you directly there. Another good mode of transportation is Flying. If you have a Wizard who has attained Level 3 magic, you can cast the Fly spell and go to Erliquin's entrance. Once there, look for a House of Spirits. There, once you Tip the barkeep, you'll get information that will lead you to Agar's hiding place.

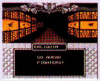


C-SORPIGAL

An elderly man behind a desk speaks: "I am in need of courier service···

SORPIGAL

"I'll send you to the town you choose."
Pay him?
■ No



ERLIQUIN

GO AHEAD FIGHTERS!

The First Quest

Begin your first quest by talking to the bartender at the Olde Hogge Tavern. When you grease his palm he'll tell you to talk to the man in the basement below 1-2. Take the stairs down to the cavern and battle your way to the room at coordinates X-1, Y-2. There Corak will ask you to deliver a Scroll to Agar in Erliquin.

▼

Go to the Warp area shown on the map. Walk through the wall and talk to the man. For one coin, he will send you to Erliquin. Find the tavern there and tip the bartender. He'll tell you that Agar is in a secret room beyond the Inn. Walk through the wall and meet him. He'll ask you to take another Scroll to Telogran in Dusk.

▼

Using the magic spell, Fly, go to E-1 and find the entrance to the town of Dusk. Even strong light magic can't make this gloomy place any more pleasant. Find your way to Dusk's tavern and talk to the bartender. He'll tell you to look for Telogran in the southeast Maze. When you find Telogran, you'll be well rewarded.

NintendoPower

THE PASSWORD GIVEAWAY

Hold on to your seats, power players! You're about to witness a one-of-a-kind event, the great Nintendo Power Password Giveaway. In this special anniversary issue we'll be giving you passwords to some of the hottest games produced within the last four years. These passwords will take you to new areas in your favorite NES, Game Boy and Super NES games and let you see more of the magic that makes Nintendo number one!

Password
9800
Pilotwings
©1990, 1991 Nintendo
DEL INS FRD END
CR++

ENTER YOUR PASSWORD.
A4VN R
PASSWORD ENTERED

PASSWORD ENTERED
IJ -
END

CASTLEVANIA 2: SIMON'S QUEST (NES)

Castlevania 2: Simon's Quest is one of the most popular games ever released. Many players have requested help getting past the beginning sequences, and even more have asked for help finding their ways through the many Mansions. Here are some of our favorite passwords that are guaranteed to lead you deep into the "heart" of the game.

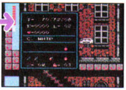
OFIC M5YX XD4C Q3AA

This password gives you the second whip and the holy water and leaves the rest up to you. Mr. Belmont will be on his way, but there will still be many challenges waiting for him ahead.

RID7 RXFZ G48V XIBT

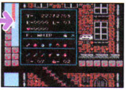
Dracula's Eye is well hidden in the Brahm's Mansion and the path leading to it is rough and treacherous. This password will give you just the shortcut you need.

RIF8 PY30 GO8V XNZT



If you are having trouble getting started in the vast world of Transylvania, this password is the one for you. This quick start will give you the items you need to get going.

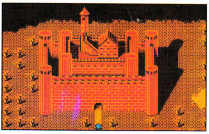
ON1S KQAU R12S T0IA



This one gives you the items and body parts you'll need to walk up to Dracula's Castle and confront Dracula himself. Good luck!!

THE ADVENTURES OF LOLO (NES)

Now, to please you puzzle players, here are some key passwords to the game that started the Lolo craze. This classic title is full of tricky rooms that make you want to pull your hair out. Here's a look at a few.



CDZR

FLOOR 4, ROOM 4

This password will leave you with quite a bit of challenge in the rooms ahead of you.

CRZD

FLOOR 6, ROOM 3

You're about halfway there! There are still plenty of new and interesting things coming up.

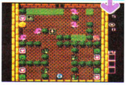
DGYQ

FLOOR 8, ROOM 1

Only the toughest rooms remain. You have to be an expert to get Lolo past these next trouble spots.

DYVZ

FLOOR 10, ROOM 2



You're three rooms from the end of the game, and it only gets tougher the closer you get. Think before you act!

4th Anniversary!

FOUR FANTASTIC YEARS OF FULL POWER FROM THE PROS

Wow!! It's been four years since the first issue of Nintendo Power was published and look at all the cool stuff we've done since then. In-depth articles, detailed maps, contests and drawings with lucky winners announced in the magazine, and always the hottest tips and strategies for the newest and most popular games. For all this and much more, where else would you turn but Nintendo Power?

NINTENDO POWER
Super Mario 2
Zelda — Second Quest
Free
NINTENDO POWER
YAAEEOoow
DARKWING DUCK

Since 1988 Nintendo Power has been filled with in-depth articles and hints straight from the Pros.

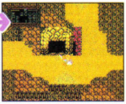
NINTENDO POWER
Super Mario 2
STRATEGY NINTENDO POWER GUIDE
4-PLAYER EXTRA
FINAL FANTASY
NINJA GAIDEN II
SUPER MARIO BROS. 3

Originally a bi-monthly publication, Nintendo Power began producing Strategy Guides in its second year, then it went monthly to deliver twice as much information.

WILLOW (NES)

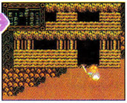
Our password feature would not be complete without a few passwords to one of the most underrated adventures of all time, Willow. As the hero of our adventure, Willow must save his world from the diabolical plans of his evil enemy, Bavmorda.

MvY 7ME UIi
Thx tEU iHx



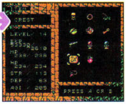
This one will start you out in front of Po's house with all the weapons and items you will need to go into the Dragon Cave and rescue Po. It's tough, but you'll gain strength through trial.

i7k 1fw VcK
7Bn RID kSn



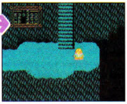
With this password you will start in front of the Inn of the Traveler. Your next step should be to use the Waka Seeds to cross the water and explore the Muzh Cave.

05P j84 78p
VLm QJW 5JN



Once again at the base of the Twin Towers, you are now the proud possessor of the Spirits Crest. Your next move should be to go back to the Rocky Mountain area and look for the Specter and Thunder magics.

hG! aYY evV
zgx qX1 CFN

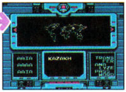


This password gives you all the items and weapons you will need to defeat Bavmorda. Now it's back into Nockmarr Castle with only your trusty sword for protection. Your greatest challenge lies just ahead.

STRIDER (NES)

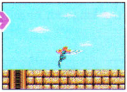
Strider's mission is one of the hardest of all time. He must struggle through many levels of deceit and intrigue to discover the terrible truth that lies behind the Zain Project.

CEOC KCOC OCMC



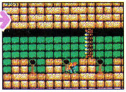
The pyramid in Egypt is one of the trickiest levels in Strider. We decided to include this password to get you past Egypt and ready to go back to Kazakh and find the Third File.

HLDJ DIGH GHGH



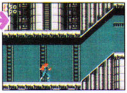
This password was designed to give you a little challenge. Hiryu has just returned from China with the Magnet Boots. Now it's up to you to guide him through Kazaku to obtain Key 4.

HLEJ FIGH GHJH



After climbing the walls in Kazakh, Strider is ready for a short break before he goes to China. Stay alert! The walls here are sharp enough to cut your mission short.

DMCC BGCP CPOD



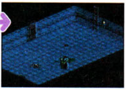
Finally, all the Keys and Files have been collected and Hiryu is ready for the ultimate challenge, the Red Dragon! Mattoc and all his henchmen await you along with the source of all this madness, the Demon Tree.

MORE PASSWORDS WITH PASSPORT POWER

THE IMMORTAL (NES)

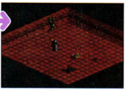
You are a faithful wizard who has been searching for your lost mentor, Mordamir, for years. Recently you've heard a rumor that he was seen entering the haunted city of Erinoch. Surely he must be here, for he often spoke of the Labyrinth of Eternity that lies below the city.

x310y10006y90



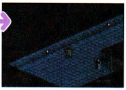
A certificate to the second level of the Labyrinth will help many who have lost their way. Be wary —many dangers lurk along the floors below.

5ss0v67000ry0



The goblins on Level Six are worried about the water demon they call the Norlac. They want to lure the Norlac away from the door that leads to the Magic Fountain, and guess who gets to be the bait.

t65x931001t60



The Flying Carpets on the fourth level require mastery of the controller. You must maneuver the Carpet through the fiery maze to the door on the other side.

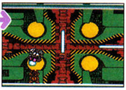
v131y770038y0

This certificate will take you to the seventh level, the location of the final confrontation. You have everything you need to be victorious, so stand strong! The end of your quest is near.

METALSTORM (NES)

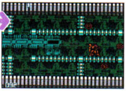
Well on its way to becoming a classic, MetalStorm is one of the most outstanding games of its time. Great play control and excellent graphics will keep this game popular for years to come. With a Second Quest for added excitement, MetalStorm is a game to challenge even the pros at Nintendo.

J7T-NJRS-BZQ



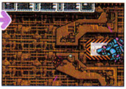
Take the M-3078 Gunner Robot to the third level with this password and try your skills against the floating laser cannon guardian, Gultzen.

94J-LZH3-93G



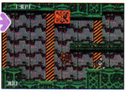
The Triad Voltars will try to run you ragged, but if you keep your feet on the ground you shouldn't run into much trouble.

B38-W63P-FPM



Multatron, the transforming defense unit at the end of Level Five, is a worthy opponent for even the best game players. It may take many shots to defeat this mutating machine, but it can be beaten!

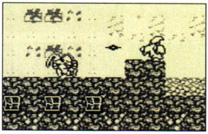
H0N-NTQ3-FZR



Here's your password to the Second Quest. The road ahead is long and filled with obstacles, so take your time and try to outsmart your enemy.

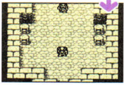
GARGOYLE'S QUEST (GAME BOY)

You are Firebrand, the gargoyle guardian of the Ghoul Realm, and it is up to you to discover the heir to the Magic Flame and bring peace to the kingdom once again.



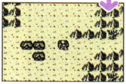
C6VG-TQLR

This password will get you past the beginning stage and into the first town. Talk to the ghouls to get some clues.



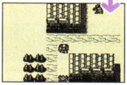
C48I-WLTJ

With the wing of the Falcon in hand, you must travel to the Castle of Darkoan.



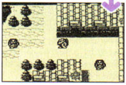
CIKA-XPHH

Your next step is to find the Wings of the Falcon. Search by the big tree in the North.



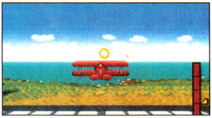
C954-PYTF

Only two more bosses stand in your way. With this password all you need to do is defeat Rushifell and Breager.



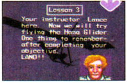
PILOTWINGS (S. NES)

Up, up and away! It's time for you to learn to fly, but this time it will take more than a cape to keep you up in the air. Don't worry, you have the best instructors in the world to help you. So try your best and don't let them down. Their hopes fly with you.



394391

The Hang Glider first appears in this level along with the Light Plane and the Rocket Belt.



Lesson 3

Your instructor Lance here. Now we will try flying the Hang Glider. One thing to remember- after completing your objective. LAND!!

108048

Now that you have Mastered the art of aviation, your trainers have a Top Secret mission for you. Good luck, Ace!

760357

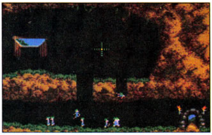
In this training session you will be required to score well in all four of the Training vehicles.

882943

Once again your instructors have a secret mission for you. This time you must use the Helicopter in a night raid over enemy territory.

LEMMINGS (S. NES)

Picking passwords for Lemmings was hard because there are so many to choose from. This game has a total of 125 levels and they are all brain twisters. Here are the access codes to a few of the harder levels.



DXCQKRX

This level is called the Prison because it has a tendency to trap you. Try it and see how it earned its name.

MHNNCPC

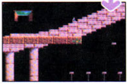
Although "Take a Running Jump" is the name of this level, it is the last thing you want to try.

RMDTBFQ

Mayhem Level 22 is "A Beast of a Level!" Need we say more?

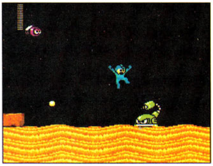
MWLGVQJ

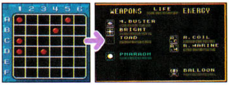
"Mind the Step" is exactly what you should do on Mayhem 28.



MEGA MAN IV (NES)

Once again that little blue hero, Mega Man, is out to stop Dr. Wily from taking over the world. This time ol' Wily has joined forces with an unknown scientist, Dr. C!

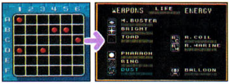




	1	2	3	4	5	6
A	●				●	
B				●		
C	●					
D	●		●			
E						
F						

WEAPONS
LIFE
ENERGY
M. BUSTER
BRIGHT
TOAD
PHARAOH
R. COIL
R. MARINE
BALLOON

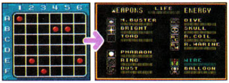
The items you receive in the Pharaoh Man Stage are essential. Here's the password you get when you complete the stage.



	1	2	3	4	5	6
A	●					
B				●	●	
C						●
D	●		●			
E						
F						

WEAPONS
LIFE
ENERGY
M. BUSTER
BRIGHT
TOAD
PHARAOH
RING
DUST
R. COIL
R. MARINE
BALLOON

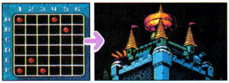
The Dust Crusher is another weapon vital to Mega Man's quest. With it you will leave your enemies in the dust!



	1	2	3	4	5	6
A	●					
B				●	●	
C						
D						
E		●				●
F			●			

WEAPONS
LIFE
ENERGY
M. BUSTER
BRIGHT
TOAD
PHARAOH
RING
DUST
DIVE
SKULL
R. COIL
R. MARINE
WIRE
BALLOON

The Wire is found in the Dive Man Stage. This password gives you this item and many others.



	1	2	3	4	5	6
A	●			●		
B					●	
C						
D						
E		●				
F	●		●			

This password will take you past the first part of the game and straight to Dr. C's Castle.

PASSWORD POWER FROM NINTENDO POWER

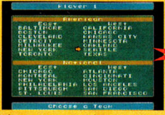
CLASSIFIED INFORMATION

BO JACKSON BASEBALL

From Agent #892

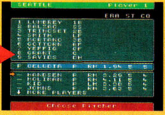
All Bo Squad

While Bo Jackson plays for the Chicago White Sox in real life, an entire squad of Bo Jacksons can play on any of the teams in this game when you enter an easy code. After you've chosen your squad, a team roster will appear. At that time, press Left on the Control Pad and the Select and B Buttons all at the same time. Every player on your team will be replaced by Bo! This code will make your team extremely tough to beat since the video version of Bo has a Batting Average of 3.99 and an Earned Run Average (as a pitcher) of 1.53.

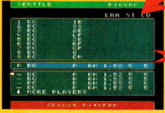


Player 1
American
East West
BALTIMORE CALIFORNIA
BOSTON CHICAGO
CLEVELAND KANSAS CITY
DETROIT MINNESOTA
MILWAUKEE OAKLAND
NEW YORK SEATTLE
TORONTO TEXAS
National
East West
CHICAGO ATLANTA
MONTREAL CINCINNATI
NEW YORK HOUSTON
PHILADELPHIA LOS ANGELES
PITTSBURGH SAN DIEGO
ST. LOUIS SAN FRANCISCO
Choose a Team

Choose your squad from any of the teams in either league.



When you see the player lineups, press Left, Select and B simultaneously.



Your entire team will be replaced by Bo clones with a 3.99 BA and a 1.53 ERA.

BALL
STRIKE
OUT
INNING
CHA
SEA

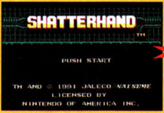
You should be able to beat any team in the game with your superstar talent.

SHATTERHAND

From Agent #369

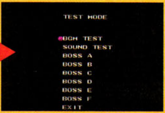
Boss Test

You can test your fighting skills against the skills of any level leader in this NES adventure by entering a two-button code. When the title screen appears, press the A and B Buttons in the following order: A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. The code will call up the Test Mode with a list of the six level leaders and entries for testing background music and sound effects. Move the cursor to the desired entry and press the Start Button. By choosing one of the Boss entries, you'll warp directly to the selected enemy's hideout.



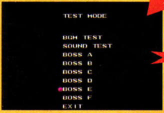
SHATTERHAND TM
PUSH START
TM AND © 1991 JALECO / NATSUME
LICENSED BY
NINTENDO OF AMERICA INC.

Press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A and B.



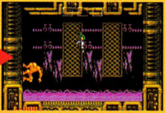
TEST MODE
BGM TEST
SOUND TEST
BOSS A
BOSS B
BOSS C
BOSS D
BOSS E
BOSS F
EXIT

You'll warp straight to the Test Mode.



TEST MODE
BGM TEST
SOUND TEST
BOSS A
BOSS B
BOSS C
BOSS D
BOSS E
BOSS F
EXIT

Choose the desired level leader and press Start.



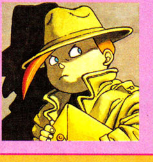
A battle with the selected boss will ensue.

WANTED: SPECIAL AGENTS

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

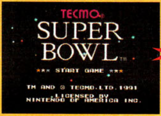


SUPER BOWL

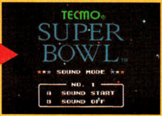
FROM AGENT #899

Sound Mode

You can sample the sounds of Tecmo's latest football mega-hit before you play. When the title screen appears, press and hold the B Button and press Left on the Control Pad. The Sound Mode menu will surface. Press Up and Down to change the selected sound. Then press the A Button to start the sound and press the B Button to stop it.



Press and hold B, then press Left.



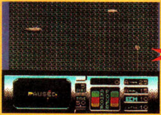
Tune in to the game's assorted sounds.

THE HUNT FOR RED OCTOBER

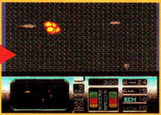
FROM AGENT #476

Cool Codes

Our agents have discovered four new codes which offer slight changes to this submarine mission. The codes can be entered at any point in the game. Just press the Start Button to pause the action, then enter the desired code. One code allows you to double the point values for all of the enemies and items. Once you've paused the action, press the controller buttons and the directions on the Control Pad in the following order: A, B, B, A, Right, Down, Up, Left, Left. The lower part of the screen will flash green when the code is entered correctly.



Pause the action and press A, B, B, A, Right, Down, Up, Left and Left again.



A submarine hit that once was worth 150 points will now earn you 300 points.

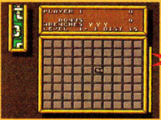
Another code slows down the automatic scrolling of the action to about half of its standard speed. Once the game is paused, enter the following code: Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, A, B, B, A. You can halt the automatic scrolling altogether by pausing the action and entering: Up, Up, Down, Down, Left, Left, Right, Right. The last code that our agents have discovered stops the Red October cold as soon as you let go of the Control Pad instead of letting it slide to a halt. Pause the game and enter the following to make this change: Up, Down, Left, Right, Select. These codes should allow you to make more points and give you a new sense of control over your sub.

Pipe Dream

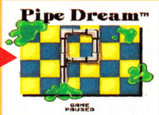
FROM AGENT #277

Freeze The Flooze

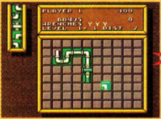
When the Flooze flows in this plumber's nightmare, the only way to control it is to build onto the network of piping so that it has somewhere to go. If you're short on pipe, though, there is a way to stop the flow so that you can add to the network. When the game begins, press and hold the Start Button to pause the action. While you continue to hold the Start Button, press the A and B Buttons in the following order: A, B, B, A. Then go about linking the sections of pipe. The Flooze will start to flow when the bar on the right side of the screen shrinks to nothing. When the Flooze comes dangerously close to spilling, you can stop the flow by pressing the B Button. This will give you all of the time that you need to add more piping. When you're ready for the Flooze to flow again, press the Select Button and the action will resume. With this code, you should be able to score higher than ever before.



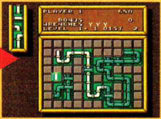
Press and hold Start in order to pause the game at the very beginning.



While continuing to hold Start, press A, B, B, A. Then go back to the game.



If the Flooze gets out of hand, you can freeze its flow by pressing B.



Add to the piping network and press Select to continue the action.

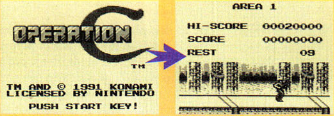
CLASSIFIED INFORMATION

OPERATION C

From Agent #350

Ten Men Code

Agent #350 called in a code from the field which can more than triple your chances for success in this Game Boy combat exercise. After the title screen has completely materialized, press the controller buttons and the Control Pad direction keys in the following order: Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right, A, B, Start. When the game begins, you'll have nine fighters in reserve, for a total of ten men instead of the usual three.


OPERATION C
TM
TM AND © 1991 KONAMI
LICENSED BY NINTENDO
PUSH START KEY!

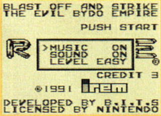
AREA 1
HI-SCORE 00020000
SCORE 00000000
REST 09

Press Up four times, Down four times, Left four times, Right four times, A, B and Start to begin the game with ten men.

From Agent #248

R-Type Options

With a single stroke, you can call up a menu which will allow you to change what you hear and how many enemies will appear in this Game Boy thriller. On the title screen, press the Select Button. A list of options will surface. Move the cursor by pressing Up and Down on the Control Pad and change the highlighted options by pressing the B Button. The options allow you to turn on and off the music and sound effects and to change the level of difficulty from easy to hard. If you choose the hard level, you'll encounter more evil enemies than ever before and they'll be more difficult to defeat. When you're ready to play, press the Select Button to return to the title screen and press the Start Button to begin.


BLAST OFF AND STRIKE
THE EVIL BYDO EMPIRE
PUSH START
CREDIT 3
©1991 irem
DEVELOPED BY B.I.T.S
LICENSED BY NINTENDO

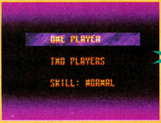
>MUSIC ON
SOUND ON
LEVEL EASY

On the title screen, press Select to give yourself the option to change sounds and game difficulty.

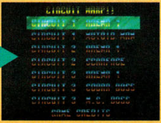
From Agent #092

Circuit Warp

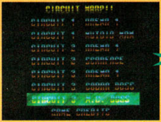
You can advance to the top rounds of this challenger, or take a look at the closing credits, by entering a quick controller code. Before you choose the number of players and difficulty, press the directions on the Control Pad and the L and R Buttons in the following order: Right, Right, Up, Down, R, L. The announcer will shout "Bingo!". Choose the number of players and difficulty and press the Start Button. The Circuit Warp menu will appear, listing all three circuits, the battles with the circuit leaders, the final battle and the credits. Highlight one of these selections by pressing Up and Down on the Control Pad, then press the Start Button to begin.


ONE PLAYER
TWO PLAYERS
SKILL: NORMAL

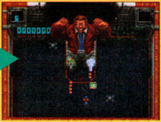
Press Right, Right, Up, Down, R and L to make the announcer shout "Bingo!"


CIRCUIT WARP!!
CIRCUIT 1 ARENA 1
CIRCUIT 1 MUTOID MAN
CIRCUIT 2 ARENA 1
CIRCUIT 2 SCARFACE
CIRCUIT 3 ARENA 1
CIRCUIT 3 COBRA BOSS
CIRCUIT 3 M.C. BOSS
GAME CREDITS

After you choose the number of players, the Circuit Warp menu will appear.


CIRCUIT WARP!!
CIRCUIT 1 ARENA 1
CIRCUIT 1 MUTOID MAN
CIRCUIT 2 ARENA 1
CIRCUIT 2 SCARFACE
CIRCUIT 3 ARENA 1
CIRCUIT 3 COBRA BOSS
CIRCUIT 3 M.C. BOSS
GAME CREDITS

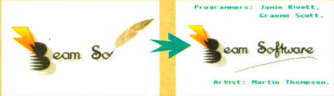
You can start the game at the beginning of any circuit or in any circuit end room.



A huge, mechanical version of the M.C. is the game's ultimate enemy.

Secret Credits

While the Circuit Warp code allows you to take in the full ending credits, there is another way to glance at the names of the creative minds behind this arcade conversion. As the name of the development company, Beam Software, is scrawled across the screen, press and hold the L and R Buttons, then press the B Button. The names of the programmers will surround the company logo.


Beam So
Beam Software

Programmers: Jamie Rivett, Graeme Scott.
Artist: Martin Thompson.

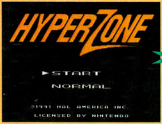
While "Beam Software" is being written, press and hold L and R and press B to make the names of programmers appear.

HYPER ZONE

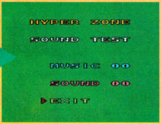
From Agent #916

Sound Test

Take a rest from zipping through the futuristic world of Hyper Zone and listen in on the music and sound effects of the game by entering an easy code. On the title screen, press and hold the L and R Buttons, then press the Start Button. You'll go directly to the Hyper Zone Sound Test. Press the direction keys on the Control Pad to change the selections, then press the A Button to start the sounds and the B Button to stop them. Agent #916's favorite selections are Music 08 and Sound 03.


HYPER ZONE
▶START
NORMAL
©1991 HAL AMERICA INC.
LICENSED BY NINTENDO

Press and hold L and R, then press Start.


HYPER ZONE
SOUND TEST
MUSIC 00
SOUND 00
▶EXIT

Tune in to the sounds of Hyper Zone.

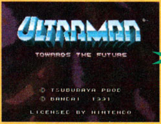
ULTRAMAN

TOWARDS THE FUTURE

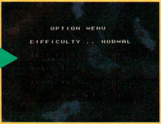
From Agent #850

Option Menu

You can set the difficulty of this one-on-one battle, listen to the game's sounds and relive old fights by calling up the option menu. When the title screen appears, press and hold the Select Button, then press the Start Button. When the option menu appears, you can change the option selections by pressing the direction keys on the Control Pad and activate your choices by pressing the Start Button. The difficulty, music and sound options are self-explanatory. The test fight option allows you to fight again any of the monsters that you have already claimed victory over.


ULTRAMAN
TOWARDS THE FUTURE
© TSUBURAYA PROD
© BANDAI 1991
LICENSED BY NINTENDO

Press and hold Select and press Start.


OPTION MENU
DIFFICULTY .. NORMAL

Make selections from the option menu.

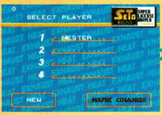
F1 ROC

RACE OF CHAMPIONS

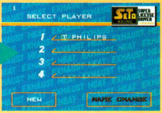
From Agent #740

Opponent Switch

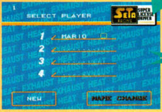
You can give your F1-ROC opponents a personalized touch with a quick name change maneuver. Make sure that both controllers are plugged into the Control Deck. Then select the name change option and choose to alter the name of one of the players on the screen. Next, press Down on the Controller II Control Pad. The name T. Phillips will take the place of the player's name. You can change it to a name that you're more familiar with by using the Controller I Control Pad. Once the new name is in, press Down on the Controller II Control Pad again to make the next name on the list appear. When you've changed all of the names to your liking, press the Start Button to begin.


SELECT PLAYER
SETA SUPER LICENSE DRIVER
1 NESTER...
2
3
4
NEW
NAME CHANGE

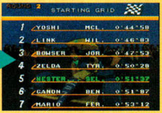
Choose the name change option and single out one of the players.


SELECT PLAYER
SETA SUPER LICENSE DRIVER
1 T.PHILIPS
2
3
4
NEW
NAME CHANGE

Press Down on the Controller II Control Pad to switch to an opponent's name.


SELECT PLAYER
SETA SUPER LICENSE DRIVER
1 MARIO
2
3
4
NEW
NAME CHANGE

Change the name using the Controller I Control Pad and move through the list.



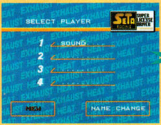
ROUND 2 STARTING GRID

1	YOSHI	MCL.	0'44"58
2	LINK	WIL.	0'46"83
3	BOWSER	JOR.	0'47"53
4	ZELDA	TYR.	0'50"28
5	NESTER...	SEL.	0'51"37
6	GANON	BEN.	0'51"87
7	MARIO	FER.	0'53"12

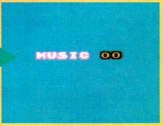
You'll be among friends after the qualifying laps.

Sound Test

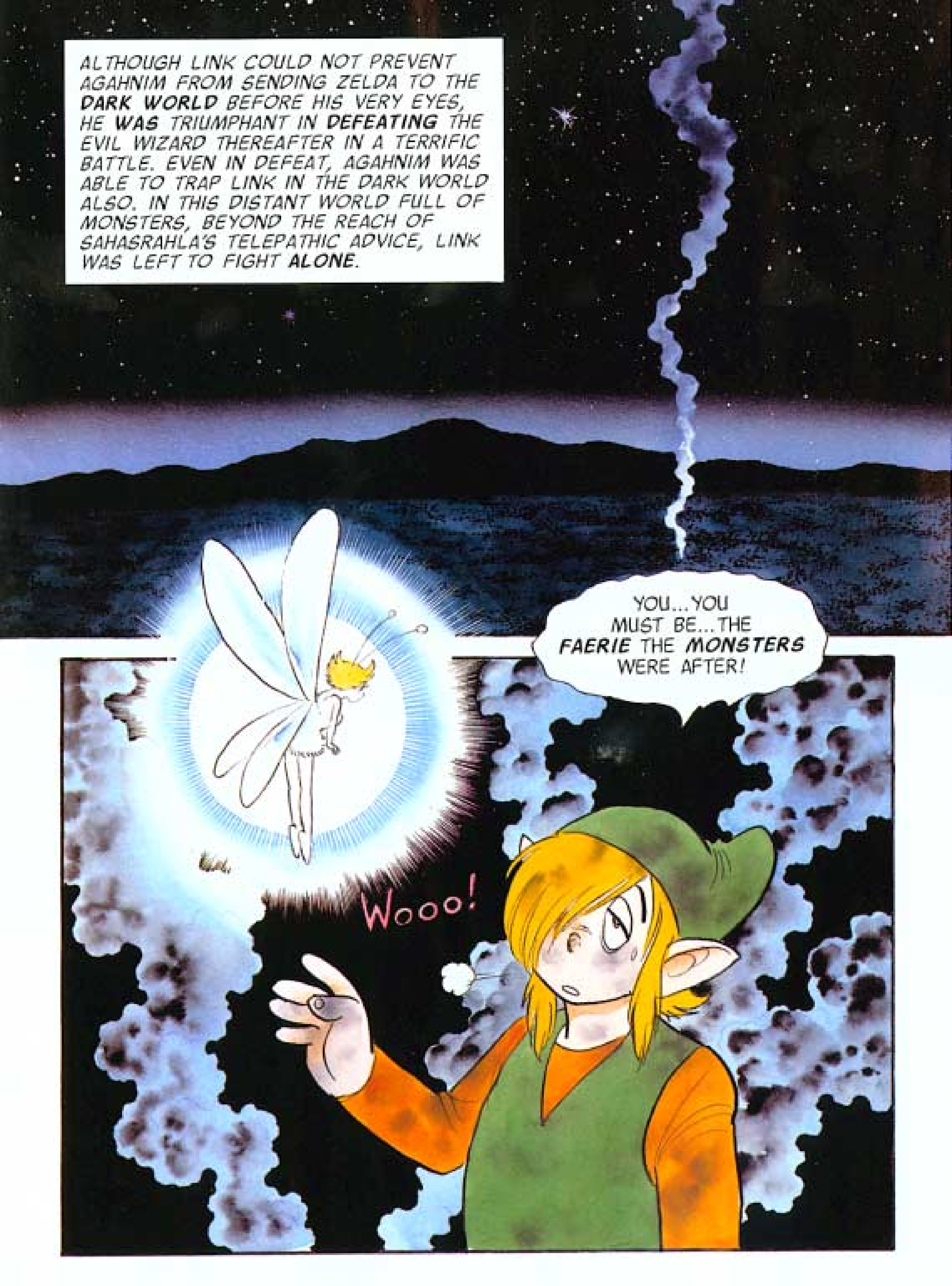
You can listen to the sounds of the game with a sound test before you race. Enter "SOUND" as your name on the player select screen and press the Start Button. A music option will appear. You can change the music selection by pressing the direction keys on the Control Pad, then listen to the tunes by pressing the A, B, X or Y Button.


SELECT PLAYER
SETA SUPER LICENSE DRIVER
1 SOUND
2
3
4
NEW
NAME CHANGE

Enter "SOUND" at the player select.



Choose a tune and listen in.

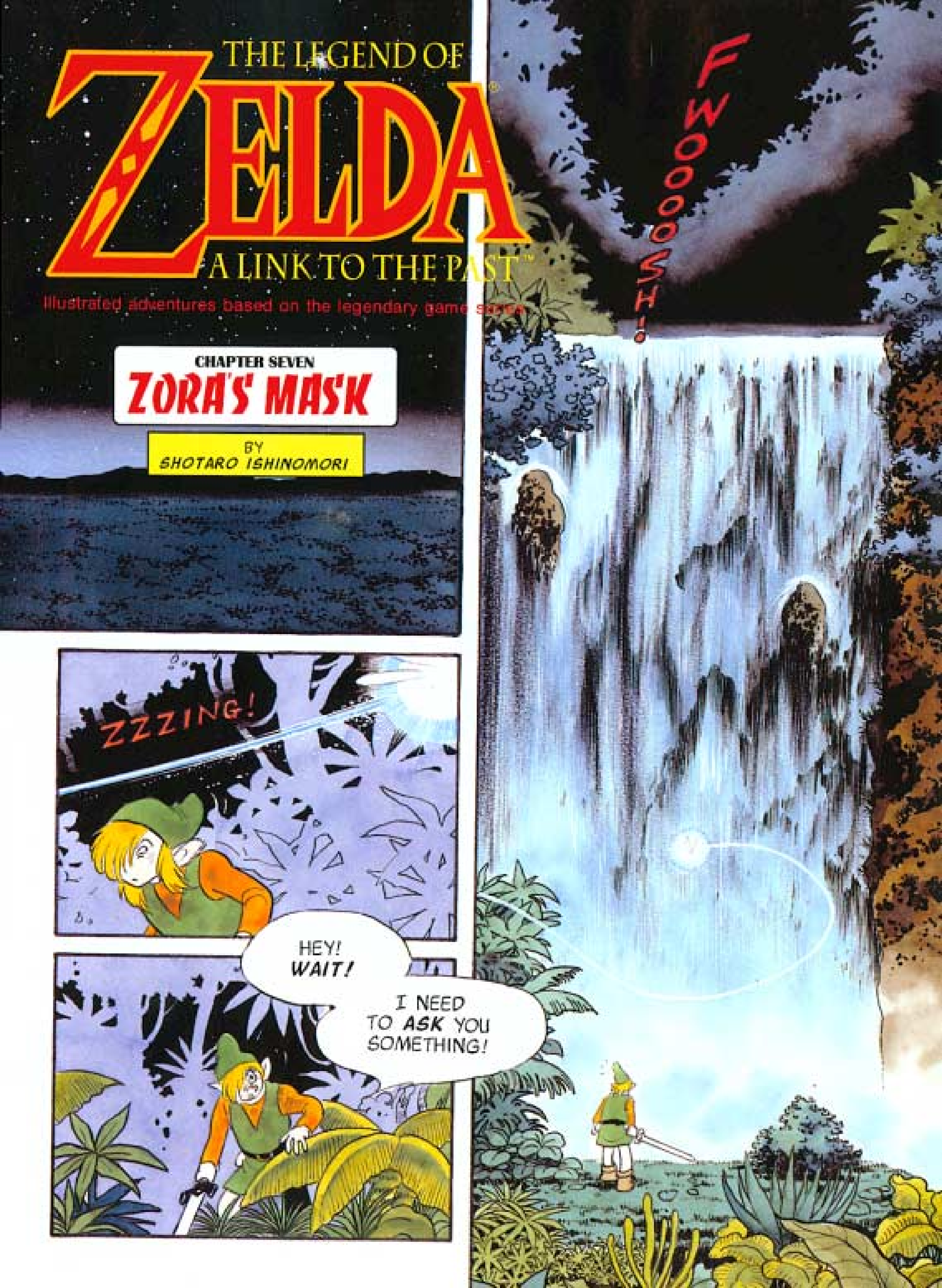

ALTHOUGH LINK COULD NOT PREVENT AGAHNIM FROM SENDING ZELDA TO THE **DARK WORLD** BEFORE HIS VERY EYES, HE **WAS** TRIUMPHANT IN **DEFEATING** THE EVIL WIZARD THEREAFTER IN A TERRIFIC BATTLE. EVEN IN DEFEAT, AGAHNIM WAS ABLE TO TRAP LINK IN THE DARK WORLD ALSO. IN THIS DISTANT WORLD FULL OF MONSTERS, BEYOND THE REACH OF SAHASRAHLA'S TELEPATHIC ADVICE, LINK WAS LEFT TO FIGHT **ALONE**.
YOU...YOU MUST BE...THE ***FAERIE*** THE ***MONSTERS*** WERE AFTER!
Wooo!

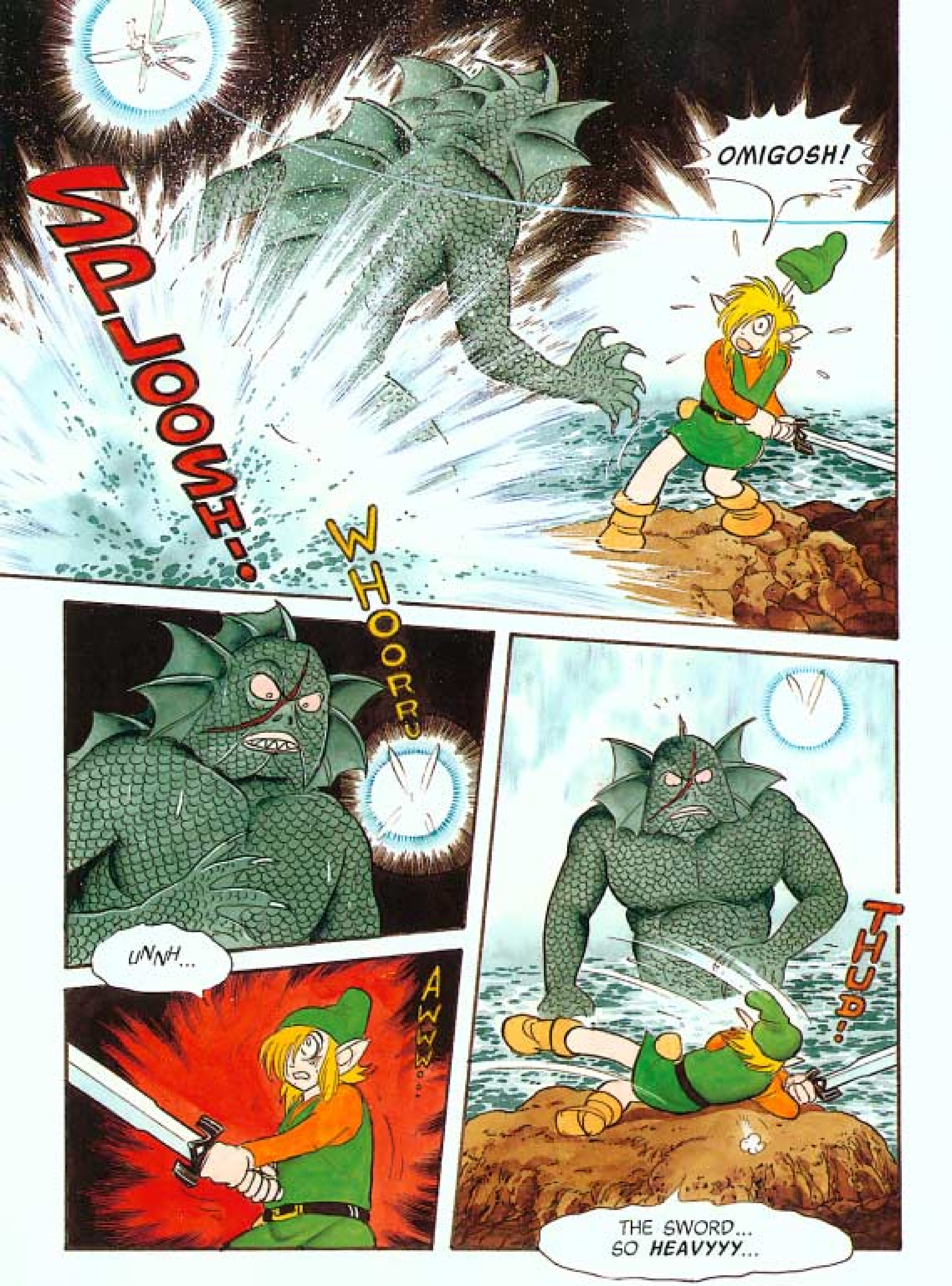
THE LEGEND OF ZELDA®
A LINK TO THE PAST™

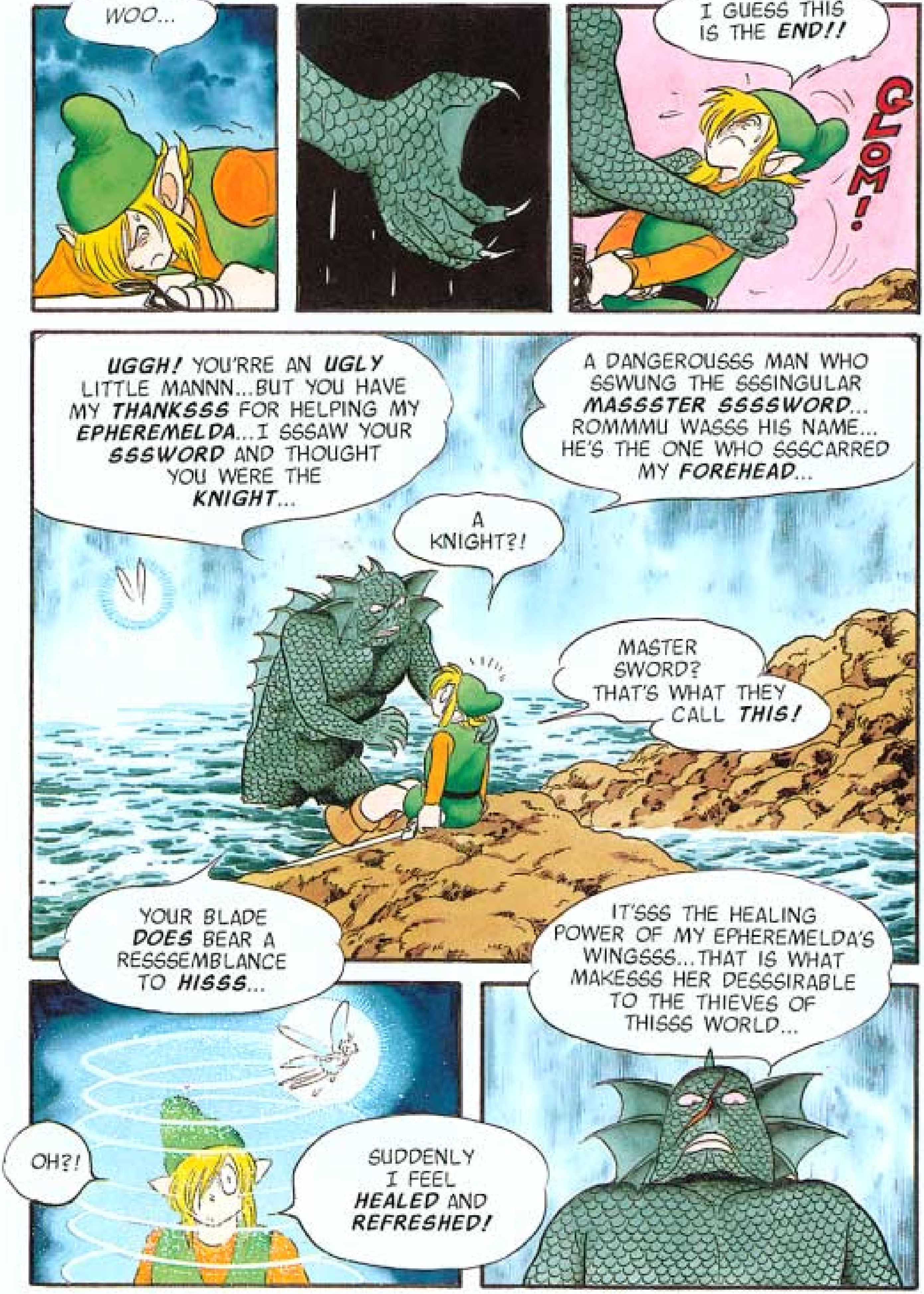
Illustrated adventures based on the legendary game series

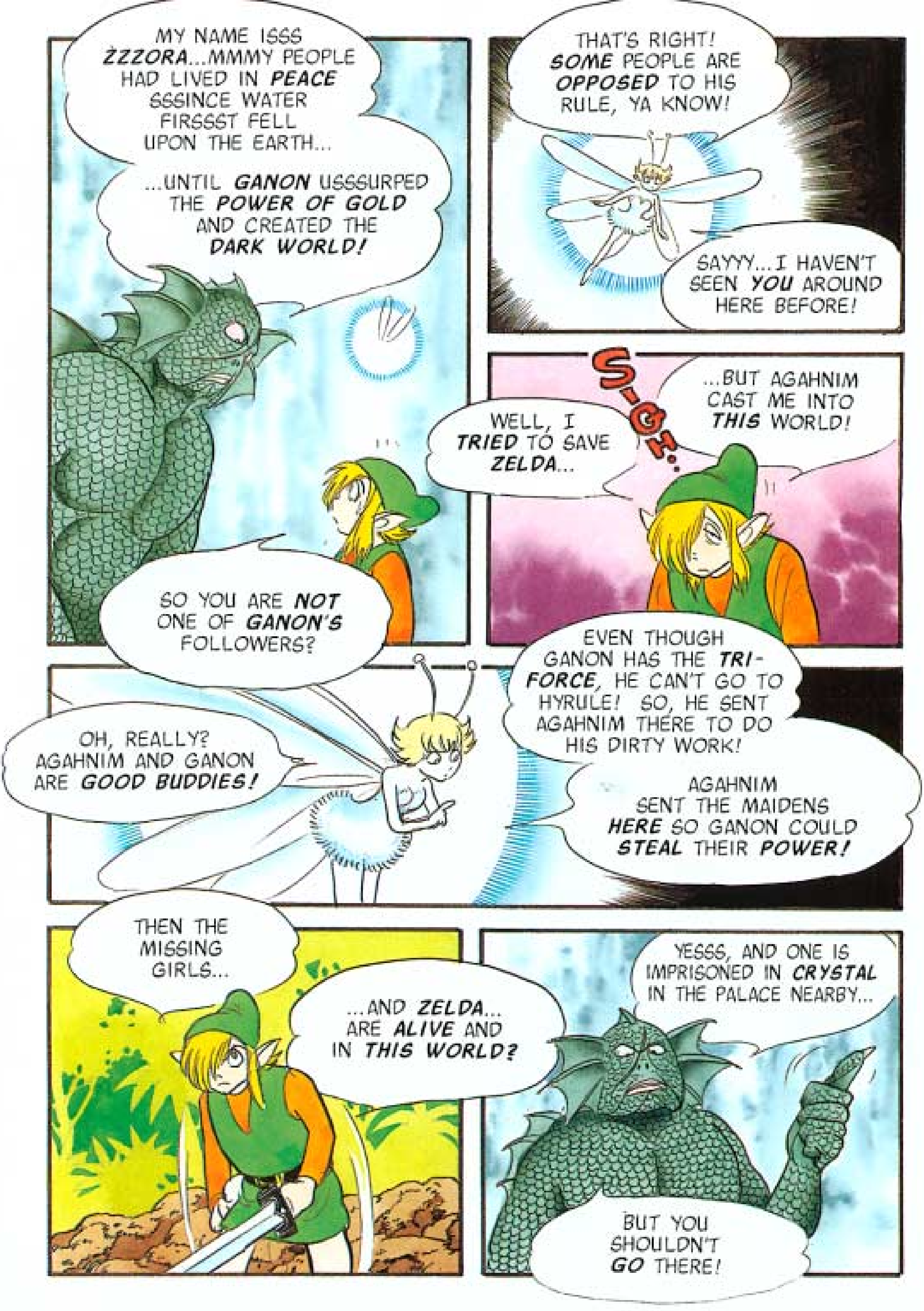
CHAPTER SEVEN
ZORA'S MASK

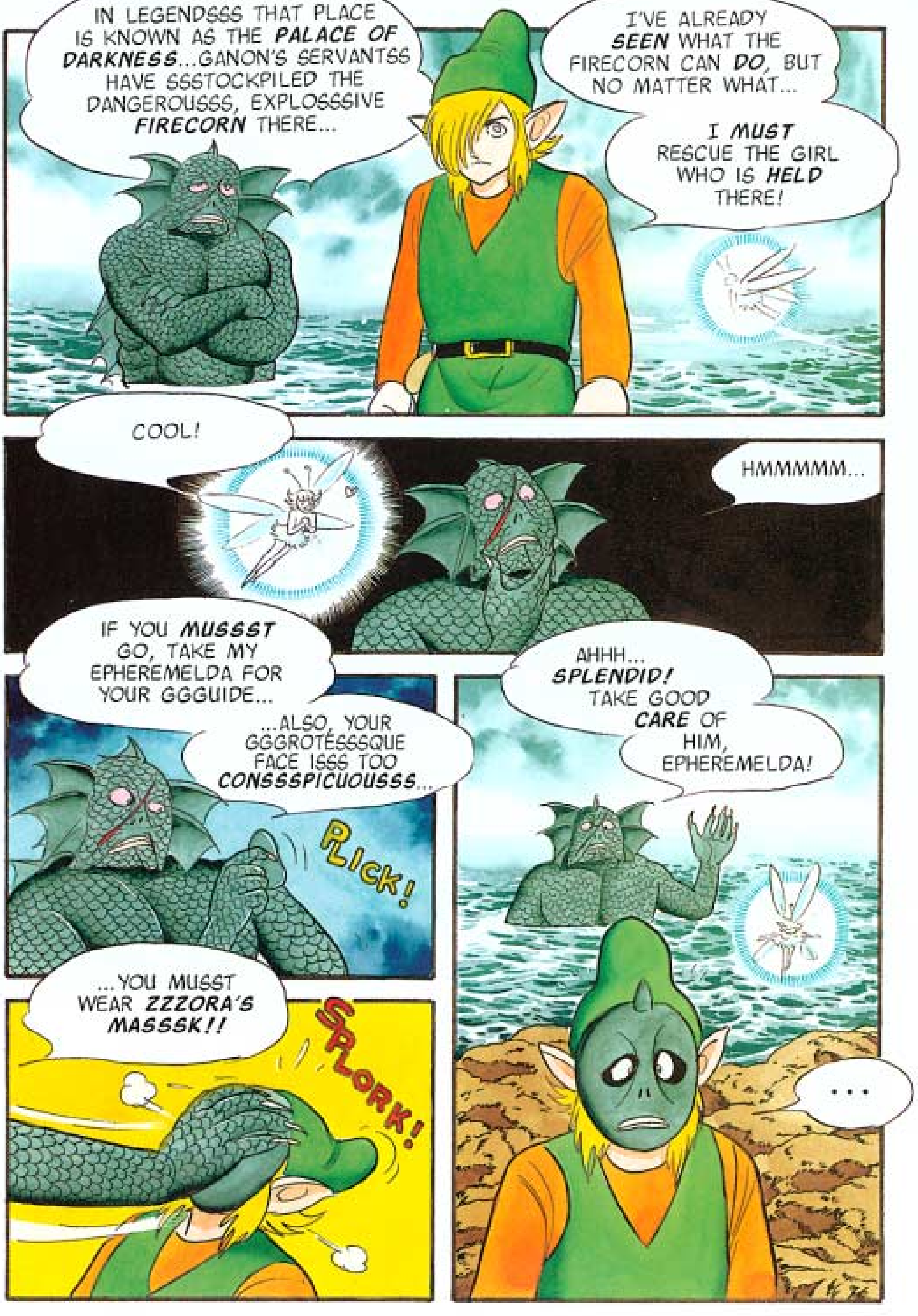
BY
SHOTARO ISHINOMORI

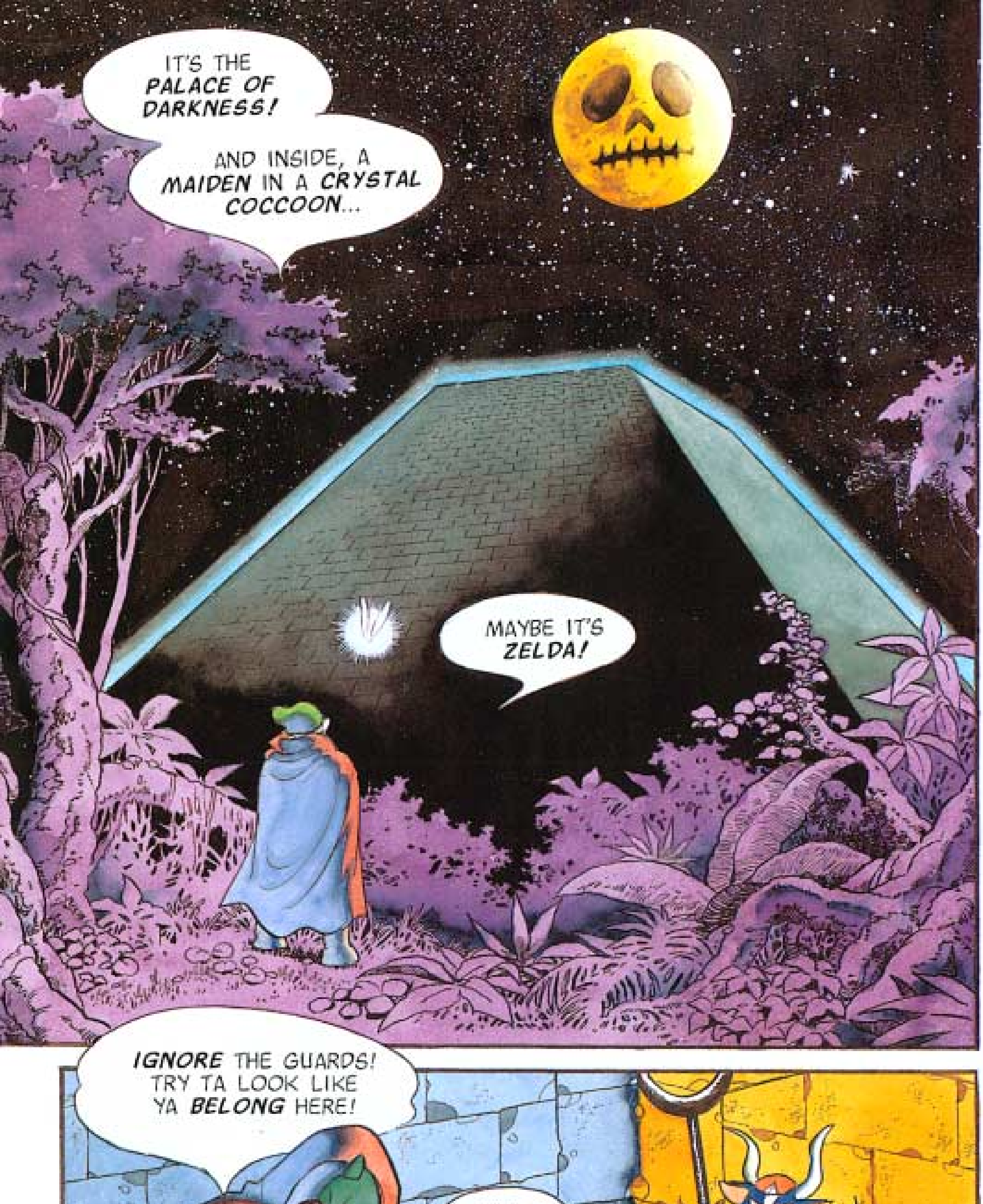

FWOOOOOSH!
ZZZING!
HEY! WAIT!
I NEED TO ASK YOU SOMETHING!

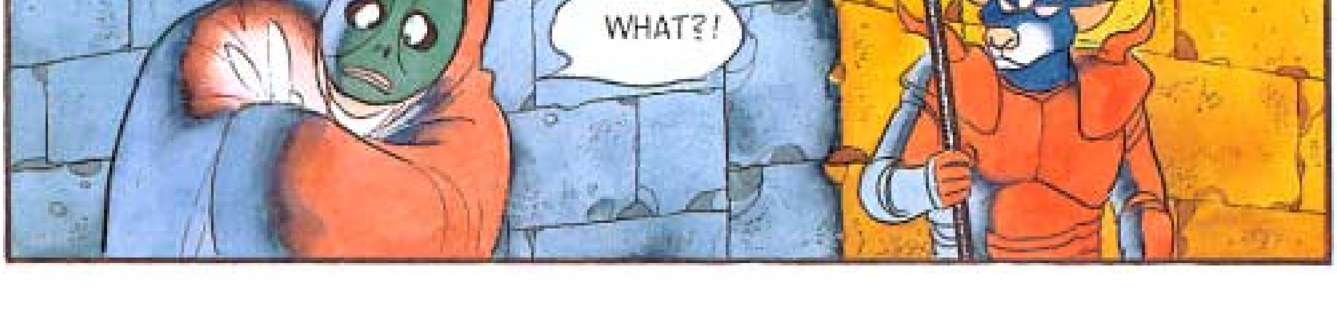

SPLOOSH!!
OMIGOSH!
WHOORRU
UNNH...
AWWW...
THUD!!
THE SWORD... SO HEAVYYY...

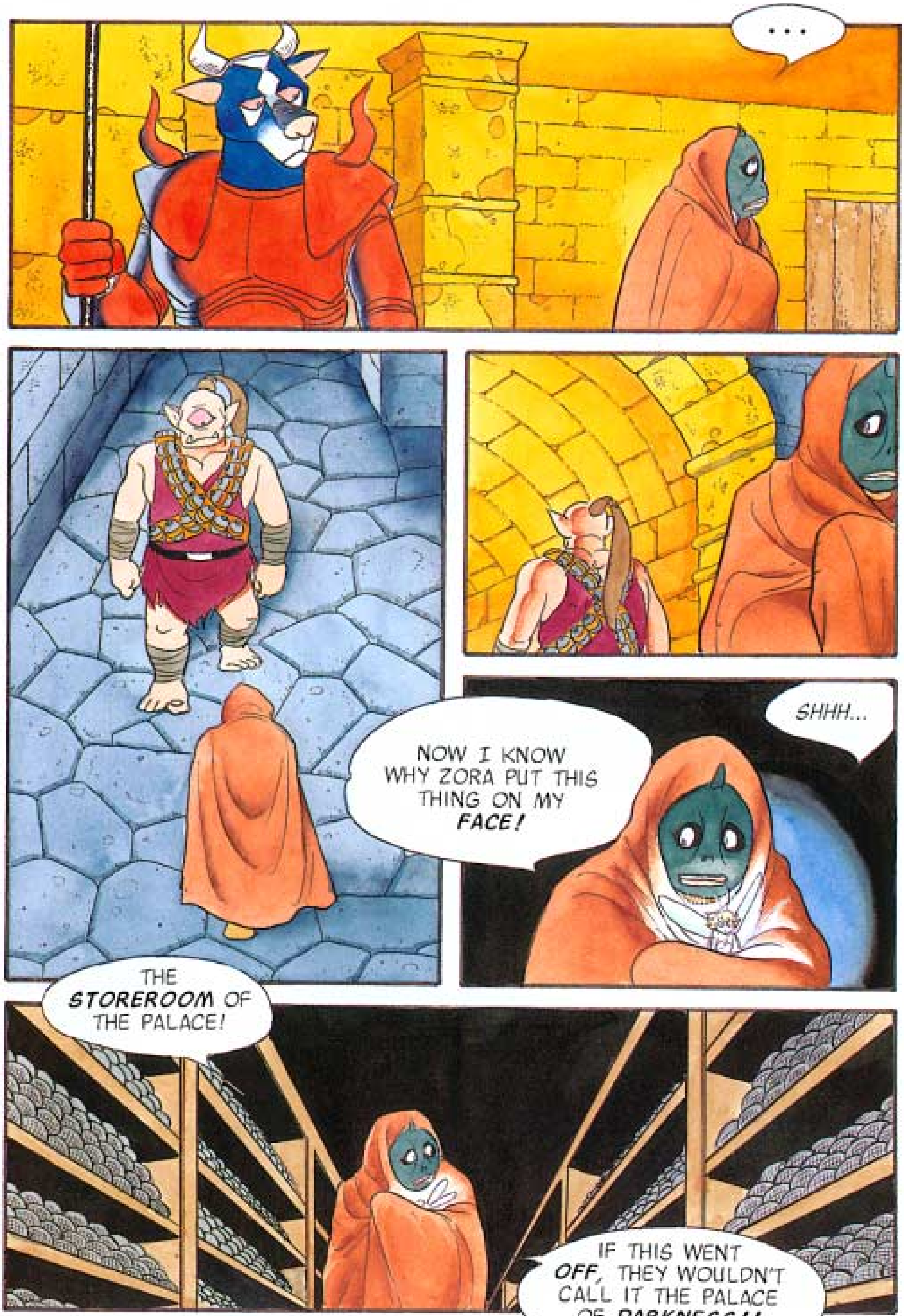

WOO...
I GUESS THIS IS THE **END!!**
GLOM!
UGGH! YOU'RRE AN **UGLY** LITTLE MANNN...BUT YOU HAVE MY **THANKSSS** FOR HELPING MY **EPHEREMELDA**...I SSSAW YOUR **SSSWORD** AND THOUGHT YOU WERE THE **KNIGHT**...
A DANGEROUSSS MAN WHO SSWUNG THE SSSINGULAR **MASSSTER SSSSWORD**... ROMMMU WASSS HIS NAME... HE'S THE ONE WHO SSSCARRED MY **FOREHEAD**...
A KNIGHT?!
MASTER SWORD? THAT'S WHAT THEY CALL **THIS!**
YOUR BLADE **DOES** BEAR A RESSSEMBLANCE TO **HISSS**...
IT'SSS THE HEALING POWER OF MY EPHEREMELDA'S WINGSSS...THAT IS WHAT MAKESSS HER DESSSIRABLE TO THE THIEVES OF THISSS WORLD...
OH?!
SUDDENLY I FEEL **HEALED** AND **REFRESHED!**

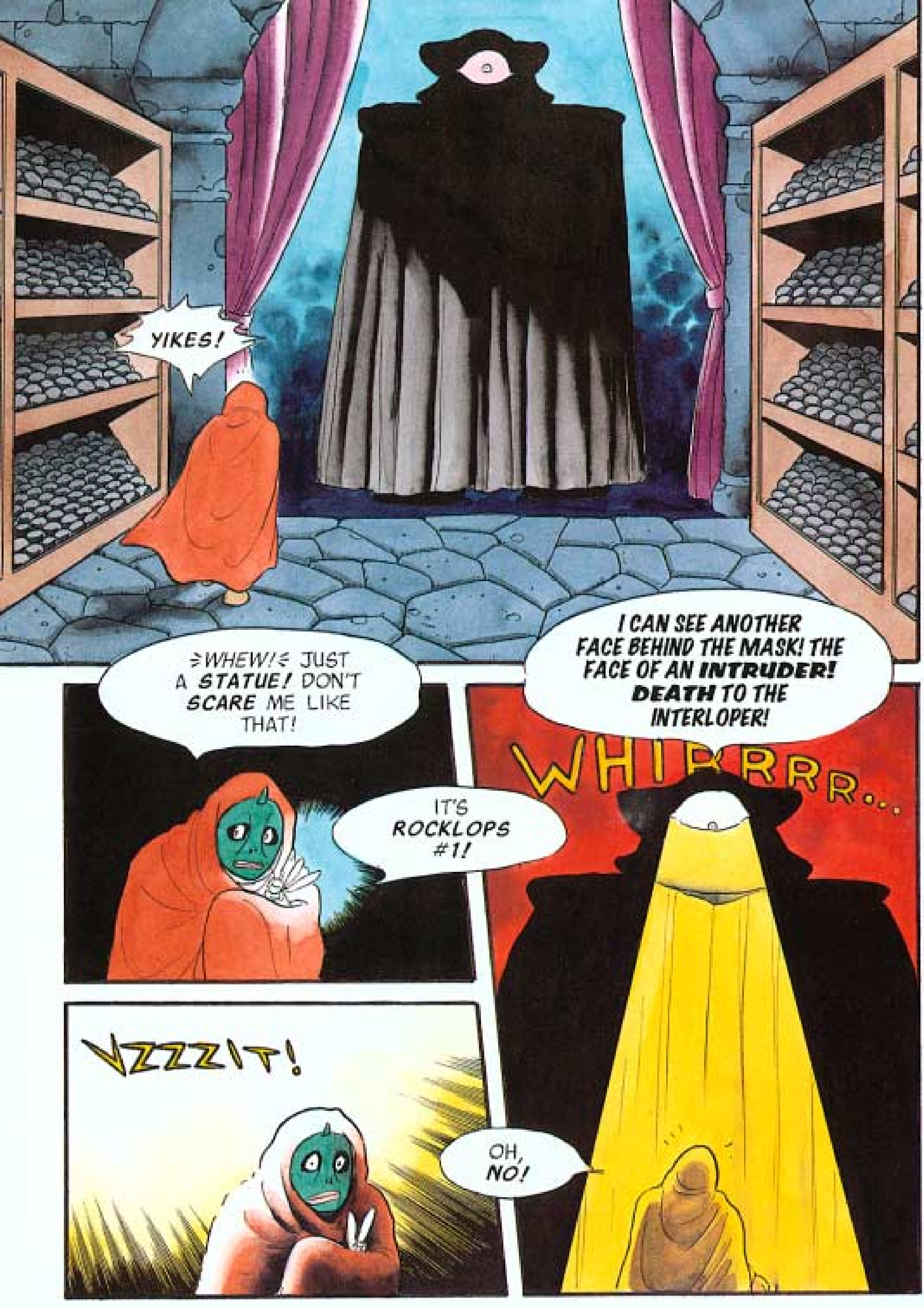

MY NAME ISSS ZZZORA...MMMY PEOPLE HAD LIVED IN PEACE SSSINCE WATER FIRSSST FELL UPON THE EARTH...
...UNTIL GANON USSSURPED THE POWER OF GOLD AND CREATED THE DARK WORLD!
THAT'S RIGHT! SOME PEOPLE ARE OPPOSED TO HIS RULE, YA KNOW!
SAYYY...I HAVEN'T SEEN YOU AROUND HERE BEFORE!
SO YOU ARE NOT ONE OF GANON'S FOLLOWERS?
WELL, I TRIED TO SAVE ZELDA...
SIGH.
...BUT AGAHNIM CAST ME INTO THIS WORLD!
OH, REALLY? AGAHNIM AND GANON ARE GOOD BUDDIES!
EVEN THOUGH GANON HAS THE TRIFORCE, HE CAN'T GO TO HYRULE! SO, HE SENT AGAHNIM THERE TO DO HIS DIRTY WORK!
AGAHNIM SENT THE MAIDENS HERE SO GANON COULD STEAL THEIR POWER!
THEN THE MISSING GIRLS...
...AND ZELDA... ARE ALIVE AND IN THIS WORLD?
YESSS, AND ONE IS IMPRISONED IN CRYSTAL IN THE PALACE NEARBY...
BUT YOU SHOULDN'T GO THERE!

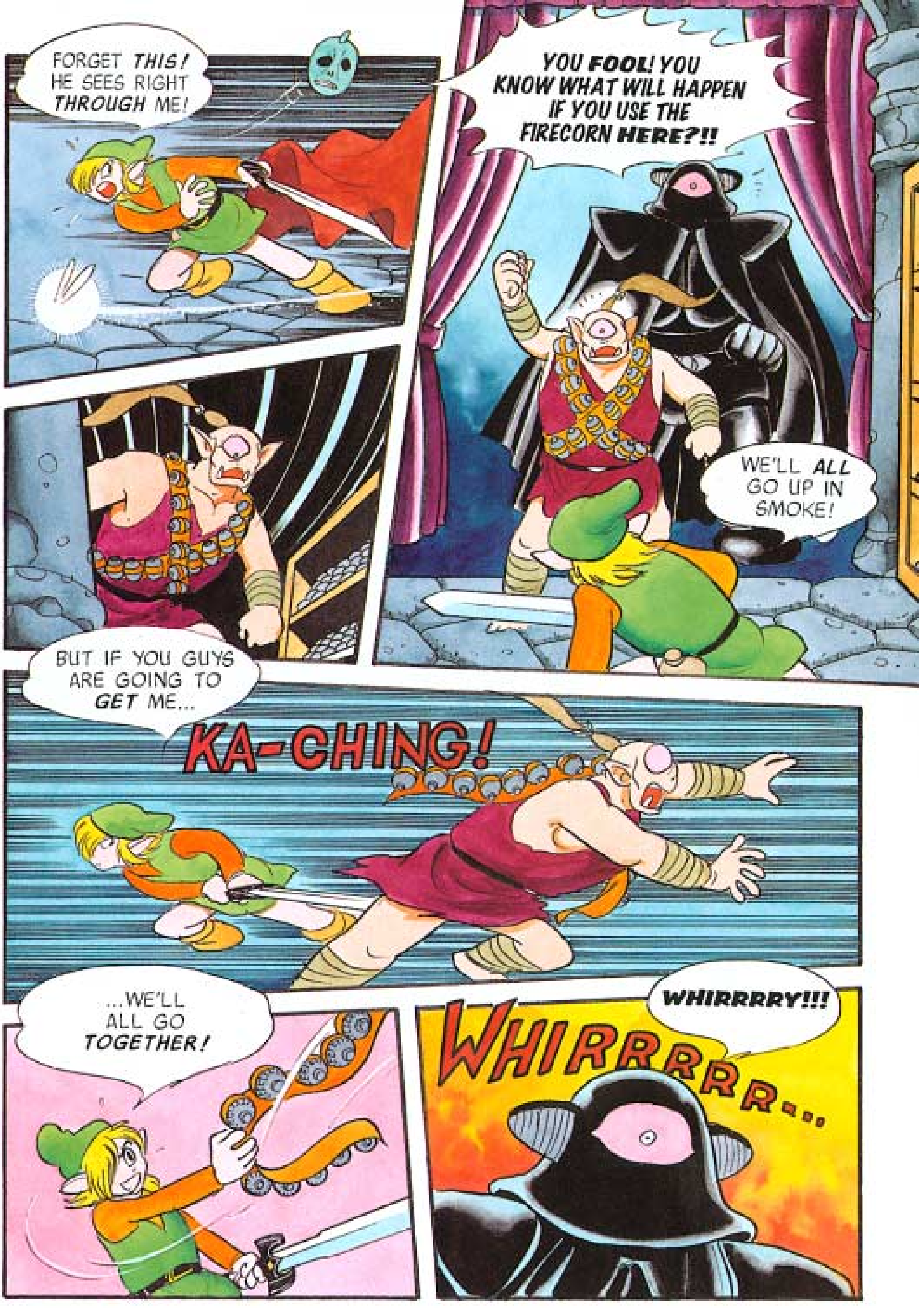

IN LEGENDSSS THAT PLACE IS KNOWN AS THE PALACE OF DARKNESS...GANON'S SERVANTSS HAVE SSSTOCKPILED THE DANGEROUSSS, EXPLOSSSIVE FIRECORN THERE...
I'VE ALREADY SEEN WHAT THE FIRECORN CAN DO, BUT NO MATTER WHAT...
I MUST RESCUE THE GIRL WHO IS HELD THERE!
COOL!
HMMMMM...
IF YOU MUSSST GO, TAKE MY EPHEREMELDA FOR YOUR GGGUIDE...
...ALSO, YOUR GGGROTESSSQUE FACE ISSS TOO CONSSSPICUOUSSS...
PLICK!
...YOU MUSST WEAR ZZZORA'S MASSSK!!
SPLORK!
AHHH... SPLENDID! TAKE GOOD CARE OF HIM, EPHEREMELDA!
...

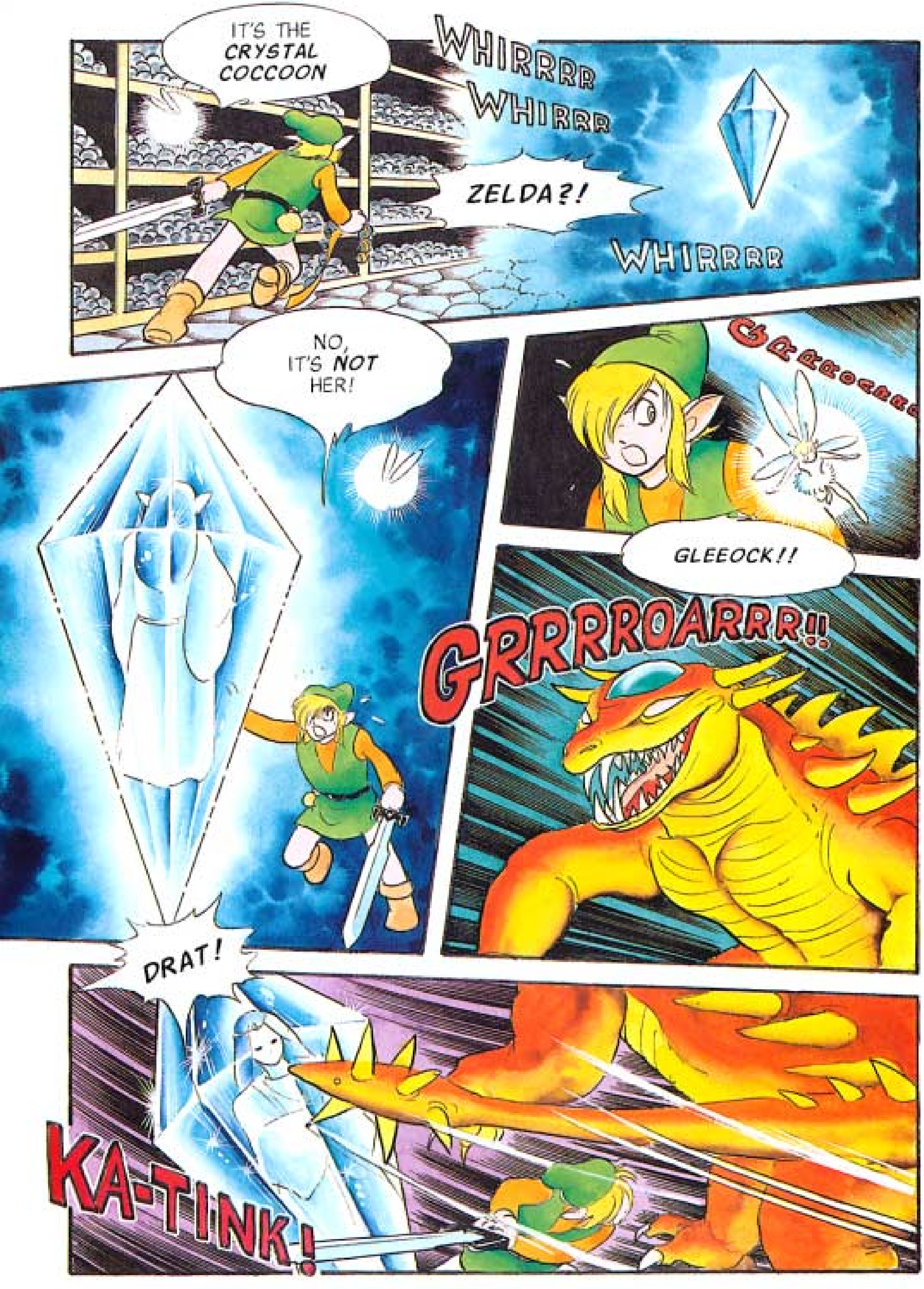

IT'S THE **PALACE OF DARKNESS!**
AND INSIDE, A **MAIDEN** IN A **CRYSTAL COCCOON...**
MAYBE IT'S **ZELDA!**

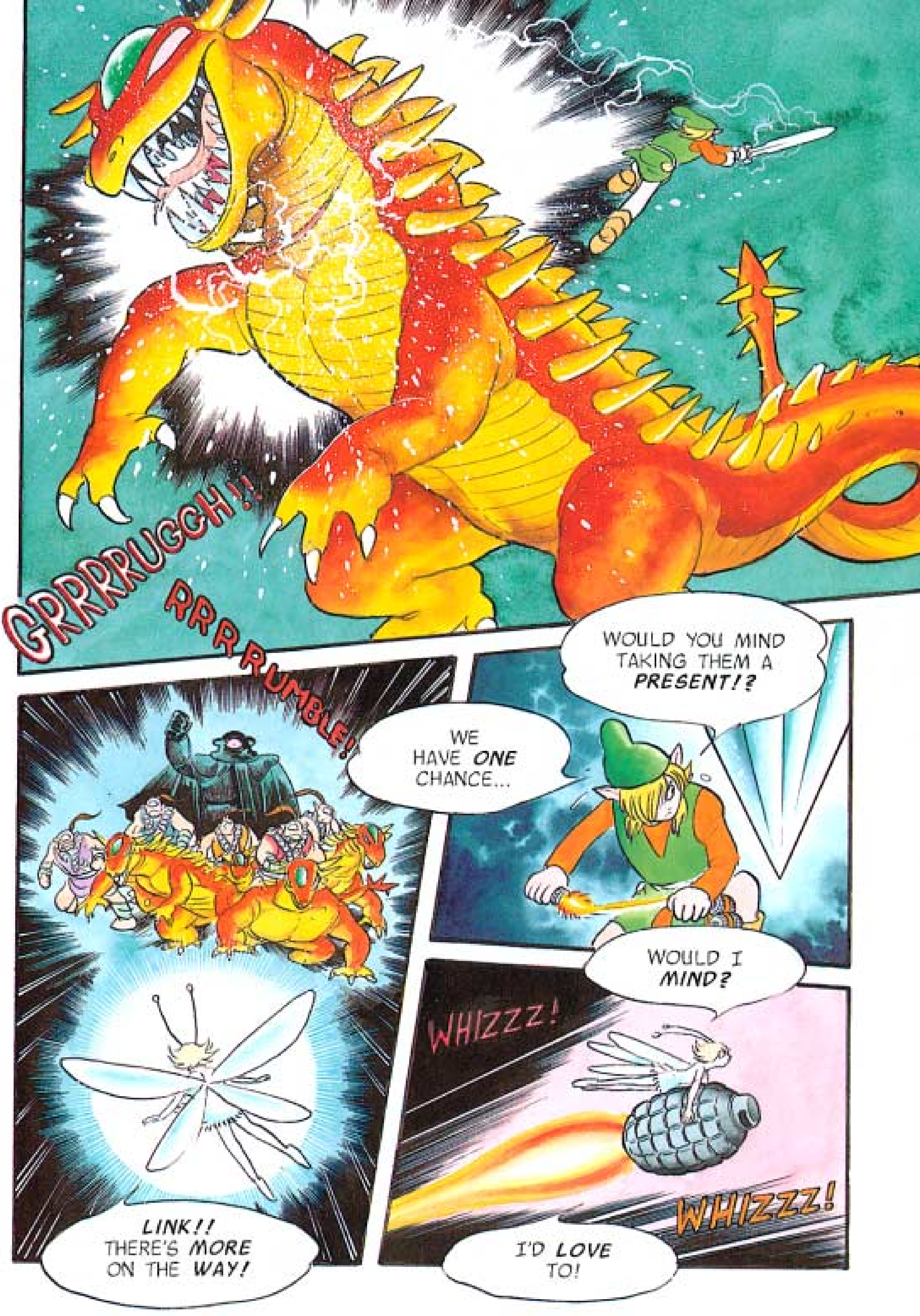

IGNORE THE GUARDS! TRY TA LOOK LIKE YA **BELONG** HERE!
WHAT?!

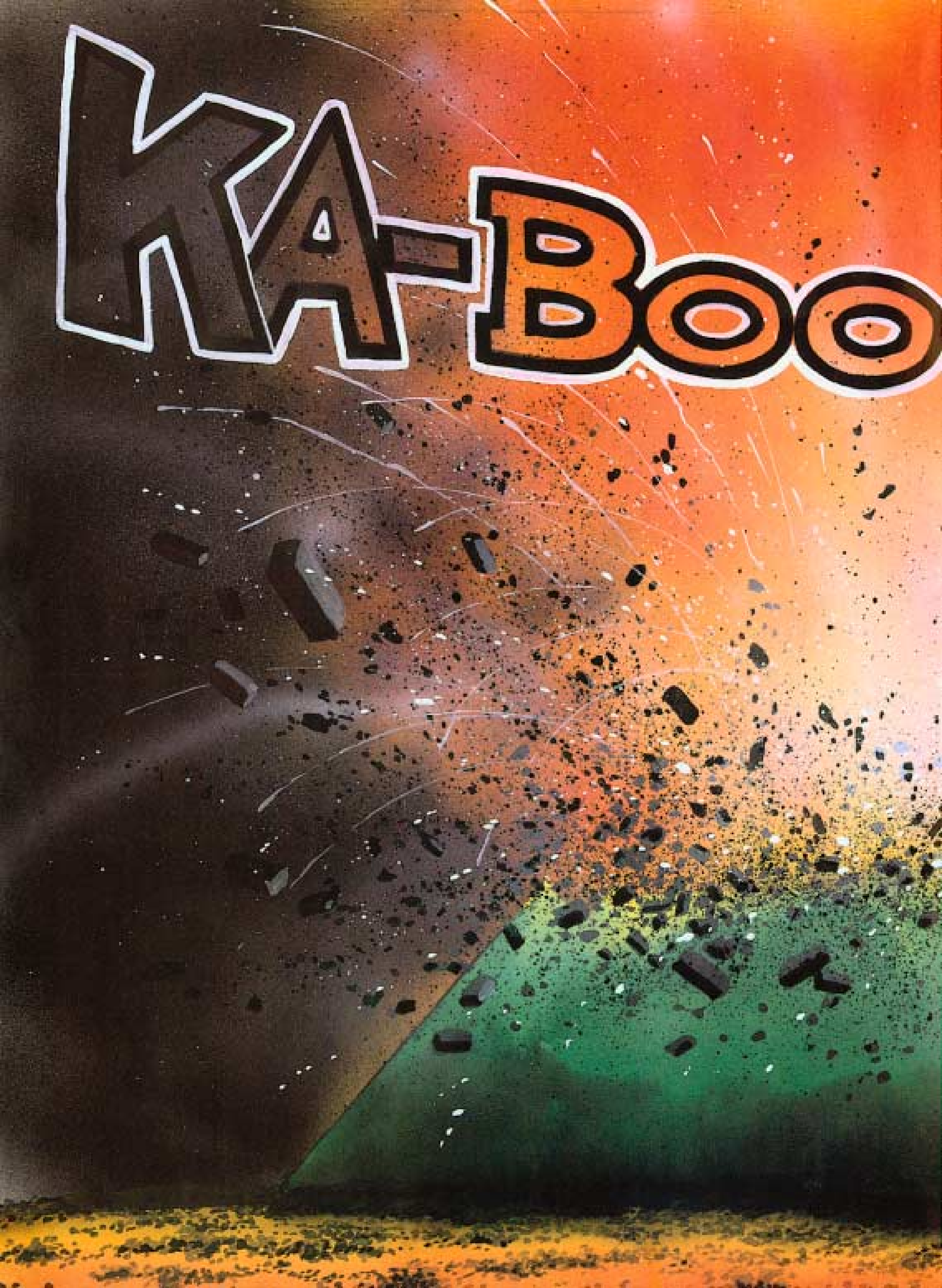

. . .
NOW I KNOW WHY ZORA PUT THIS THING ON MY **FACE!**
SHHH...
THE **STOREROOM** OF THE PALACE!
IF THIS WENT **OFF**, THEY WOULDN'T CALL IT THE PALACE OF **DARKNESS!!**

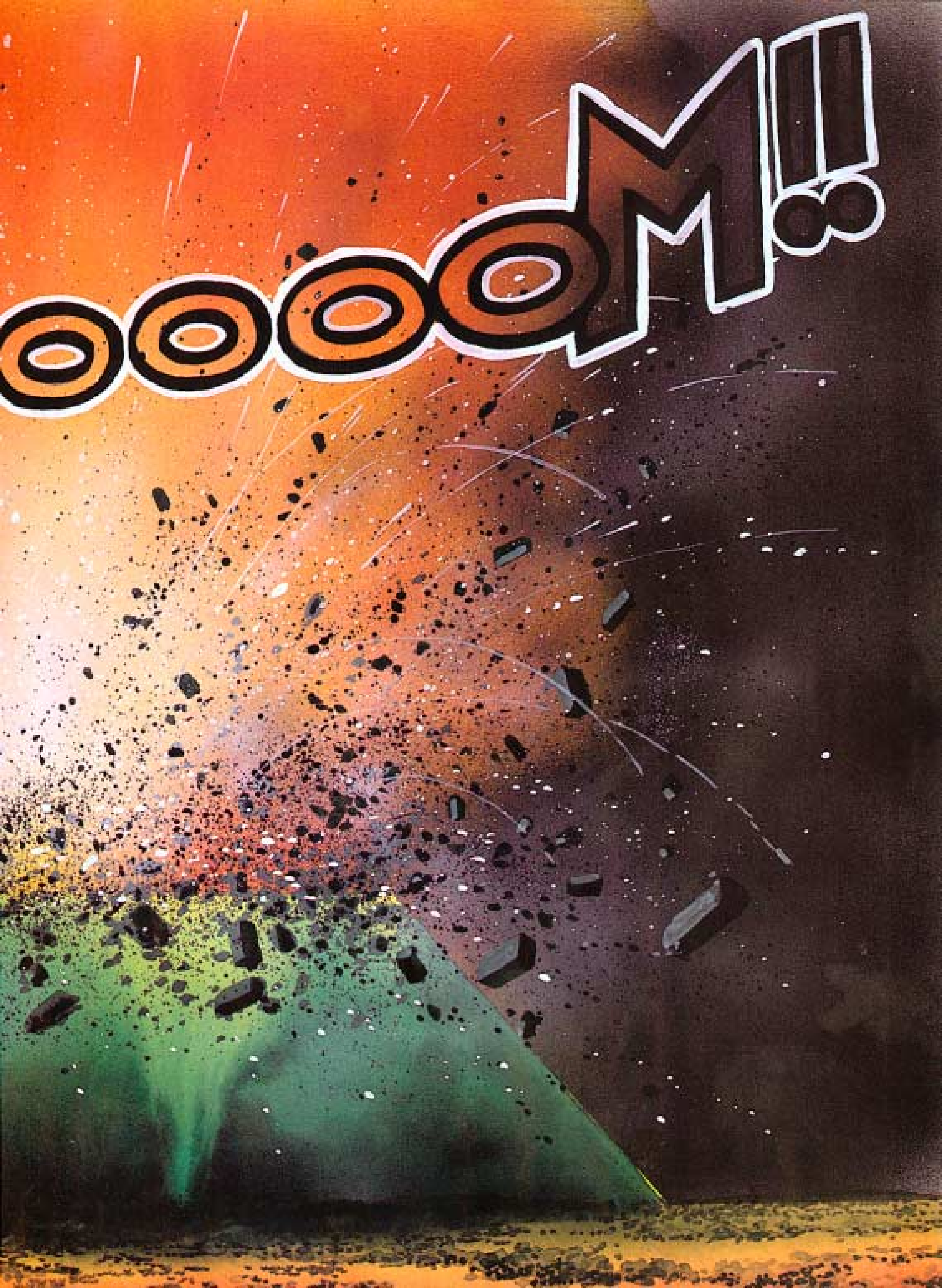

YIKES!
≥WHEW!≤ JUST A STATUE! DON'T SCARE ME LIKE THAT!
IT'S ROCKLOPS #1!
I CAN SEE ANOTHER FACE BEHIND THE MASK! THE FACE OF AN INTRUDER! DEATH TO THE INTERLOPER!
WHIRRRR...
VZZZIT!
OH, NO!

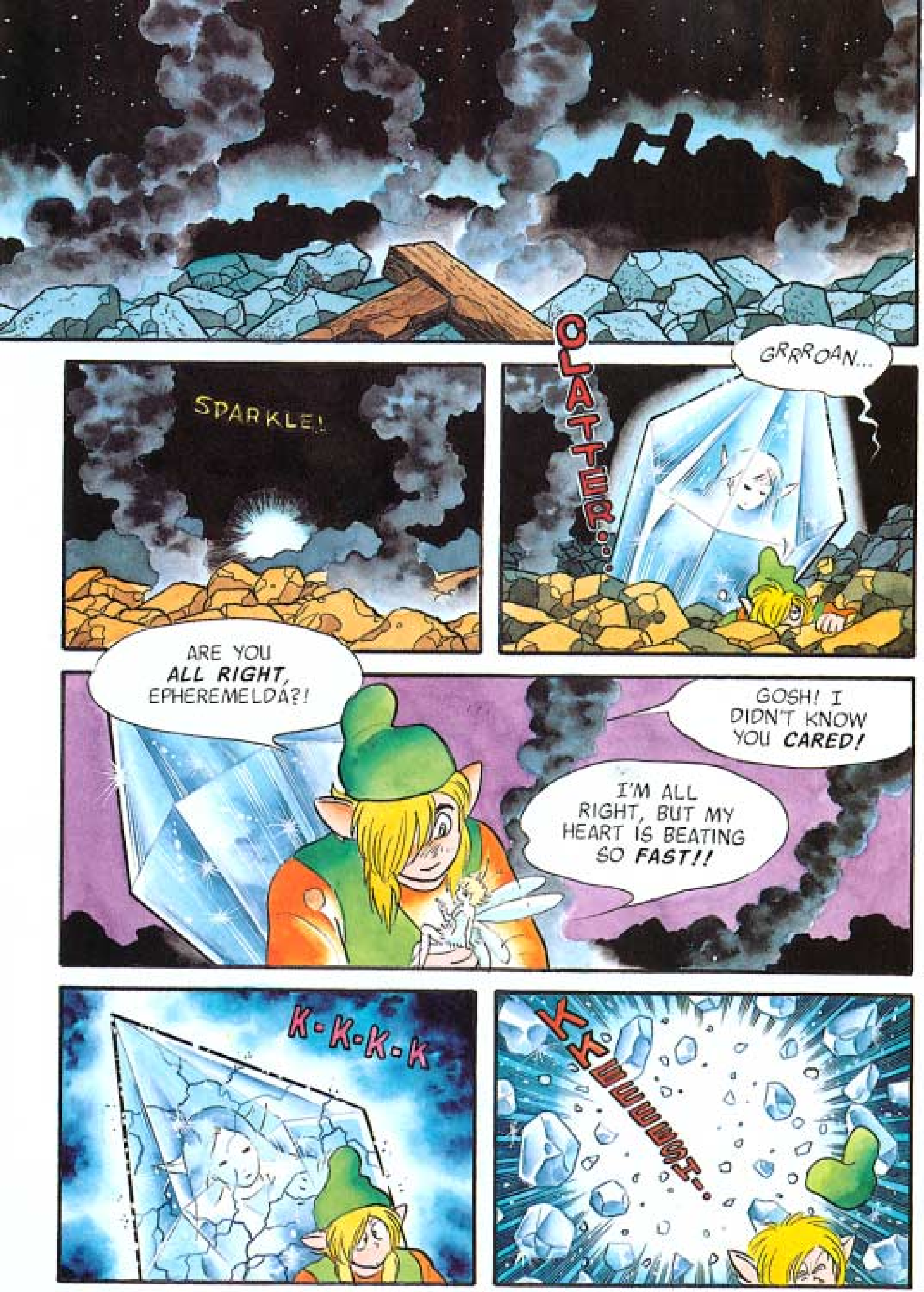

FORGET *THIS*! HE SEES RIGHT *THROUGH* ME!
YOU **FOOL!** YOU KNOW WHAT WILL HAPPEN IF YOU USE THE FIRECORN **HERE?!!**
WE'LL *ALL* GO UP IN SMOKE!
BUT IF YOU GUYS ARE GOING TO *GET* ME...
KA-CHING!
...WE'LL ALL GO *TOGETHER!*
WHIRRRRY!!!
WHIRRRRR...

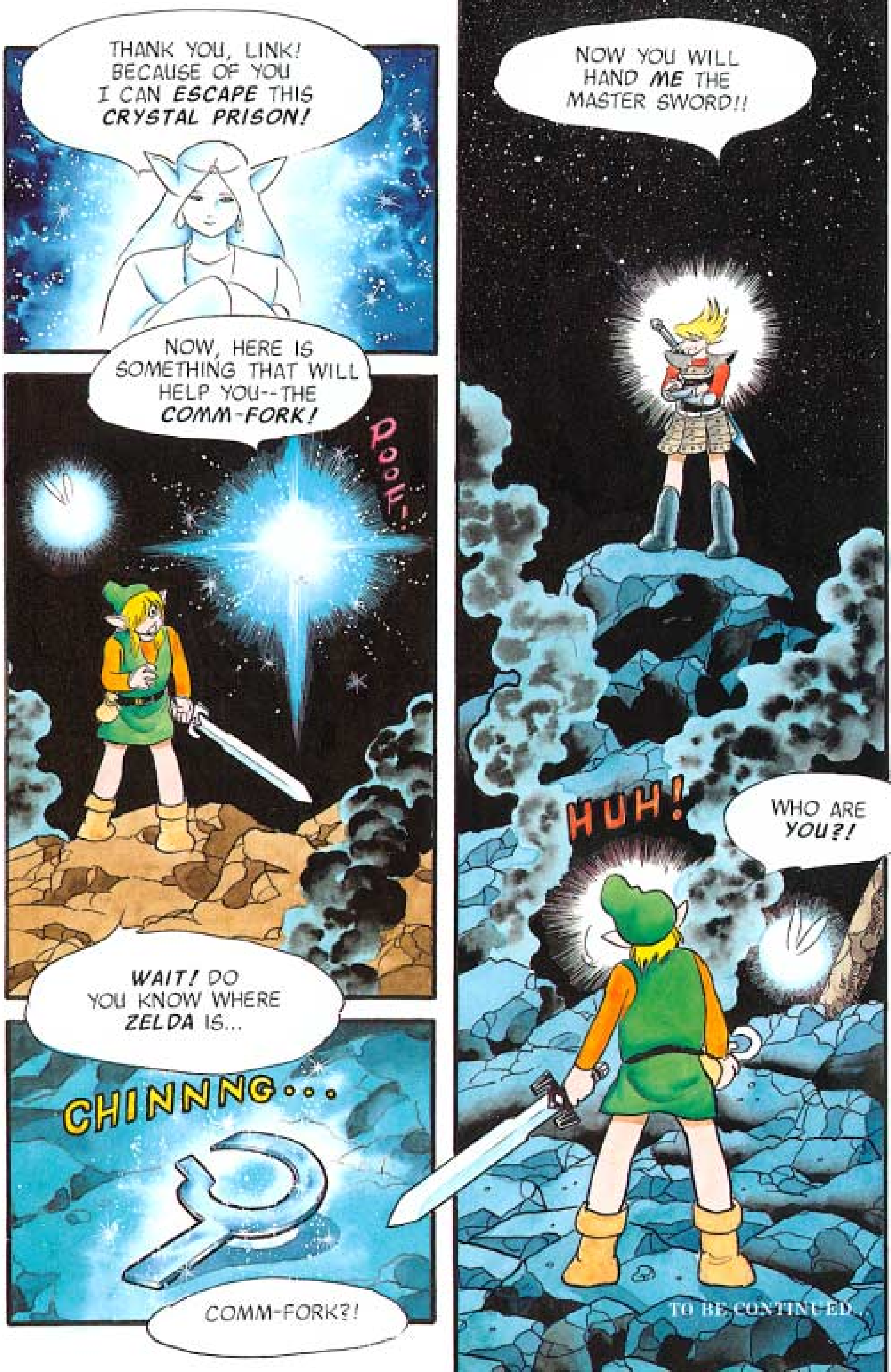

IT'S THE **CRYSTAL COCCOON**
WHIRRRRR
WHIRRRR
ZELDA?!
WHIRRRRR
NO, IT'S **NOT** HER!
GRRROARRR
GLEEOCK!!
GRRRROARRR!!
DRAT!
KA-TINK!


GRRRRUGCH!!
RRRRRUMBLE!
LINK!! THERE'S MORE ON THE WAY!
WE HAVE ONE CHANCE...
WOULD YOU MIND TAKING THEM A PRESENT!?
WOULD I MIND?
WHIZZZ!
WHIZZZZ!
I'D LOVE TO!


KA-BOO


OOOOM!!


SPARKLE!!
CLATTER..
GRRROAN...
ARE YOU *ALL RIGHT,* EPHEREMELDA?!
GOSH! I DIDN'T KNOW YOU *CARED!*
I'M ALL RIGHT, BUT MY HEART IS BEATING SO *FAST!!*
K-K-K-K
KKWEEEESH!..


THANK YOU, LINK! BECAUSE OF YOU I CAN *ESCAPE* THIS *CRYSTAL PRISON!*
NOW, HERE IS SOMETHING THAT WILL HELP YOU--THE *COMM-FORK!*
POOF!
WAIT! DO YOU KNOW WHERE *ZELDA* IS...
CHINNNG...
COMM-FORK?!
NOW YOU WILL HAND *ME* THE MASTER SWORD!!
HUH!
WHO ARE *YOU?!*
TO BE CONTINUED...

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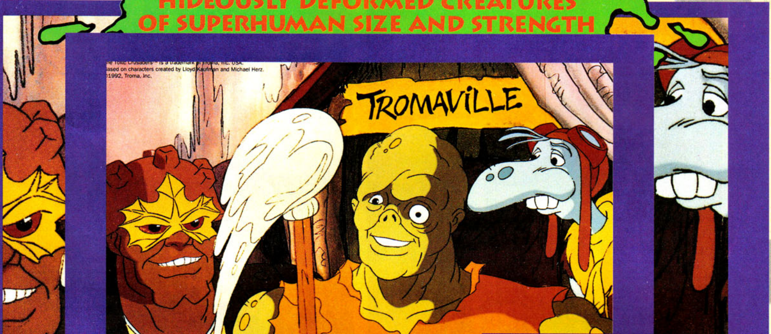
TOXIC CRUSADERS™

HIDEOUSLY DEFORMED CREATURES OF SUPERHUMAN SIZE AND STRENGTH



he Toxic Crusaders™ is a trademark of Troma, Inc. USA.
ased on characters created by Lloyd Kaufman and Michael Herz.
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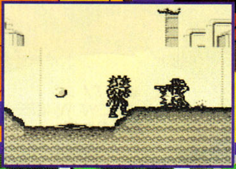
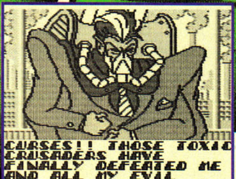


Those oozing human environmental accidents aren't just blobs of radioactive waste, they're the Toxic Crusaders, and they're invading Game Boy this month in a new title from Bandai. Their six-stage crusade—with password feature—pits them against the evil Dr. Killemoff.



CURSES!! THOSE TOXIC CRUSADERS HAVE FINALLY DEFEATED ME AND ALL MY EVIL PLANS!!

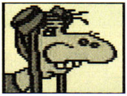
Toxic Waste Won't Waste These Guys!

Disfigured But Determined

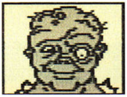
Though injured in separate accidents, they're drawn together by their common problem: mutation. Sure, they're unsightly, but don't judge a Toxic Crusader by the growths on his back or the ooze in his eyes. As the people of Tromaville find, beauty is more than slime deep.

Nozone

Once a pilot known for stunts, Nozone met his mutation by crashing into a silo of radioactive pepper. He emerged from the wreckage with a nose capable of superhuman sneezes.



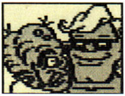
Toxie



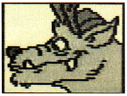
Before falling into a vat of toxic waste, Toxie was a mop-pushing 98-pound nerd known as Melvin Junko. His radioactive encounter left him disfigured but with superhuman strength.

Headbanger

An experiment gone awry fused scientist and singing messenger in one body—with two heads. They rarely agree, but when they do put their heads together, they're an awesome team.



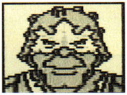
Junkyard



Another split personality, Junkyard was created on a stormy night when a guard dog and a weary hobo were caught up in nuclear ooze activated by an untimely bolt of lightning.

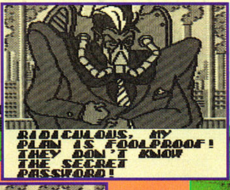
Major Disaster

Once a top secret military weapons specialist, Major Disaster joined the mutant ranks when he fell into a radioactive swamp and became a deformed soldier of superhuman strength.

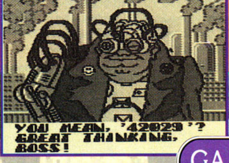


Small Talk or Not?

Unlike many games, this one doesn't just display the password when you finish the stage. To get the passwords in Toxic Crusaders, you have to eavesdrop on the conversations at the end of each stage.



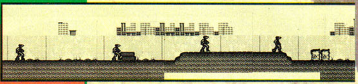
RIDICULOUS, MY
PLAN IS FOOLPROOF!
THEY DON'T KNOW
THE SECRET
PASSWORD!



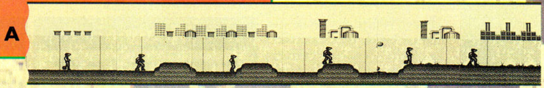
YOU MEAN, '42029'?
GREAT THINKING,
BOSS!

EPISODE 1: Trouble at the Tromaville

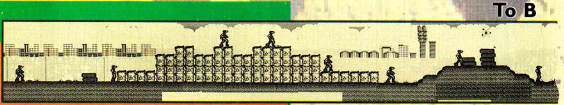
1-1



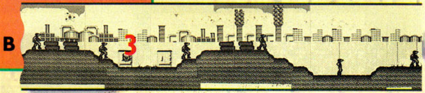
Tromping through the Dump, the Crusaders come upon trash cans, tired tires and abandoned appliances. Of course, Radiation Rangers are patrolling the grounds, so the gang will have to be ready to crouch and shoot in an instant. They can refill half Hearts midway through the first area by jumping up to get Atoms.



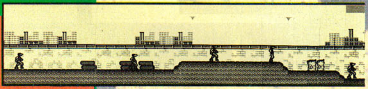
1-2



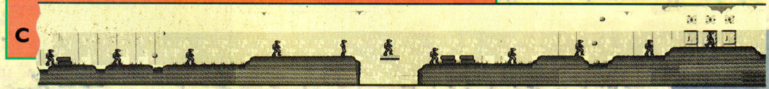
Talk about toxic waste! Barrels of it are piled high in Stage 2. Watch out for rangers as you hop up to the top of the stacks. Also be on the look-out for bubbles of poisonous gases that rise from cracks in the ground. Shoot them and jump the gap before another one emerges. Use the moving platforms for transportation.



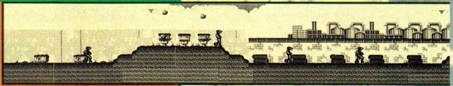
1-3



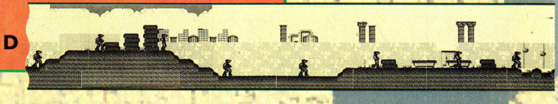
There's more of the same old trash in Stage 3. After a trio of toxic tubs are more cracks that emit dangerous gas, so get ready to fire and jump. Leap up to get the Atoms floating just above the first three refrigerators. If they don't refill your Hearts, shoot at the sixth fridge until a life-restoring barrel rolls out.



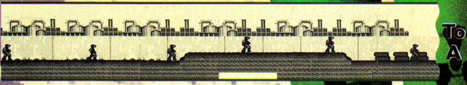
1-4



More Radiation Rangers wait in the fourth stage, so you'd better have Crusaders in reserve. Stay on your toes, ready to retaliate when fired on, as you make your way past retreads, tubs, toilets and refrigerators. Hold fast to your Hearts, because the only Atoms here don't show up until you're near the end of the stage.

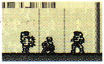


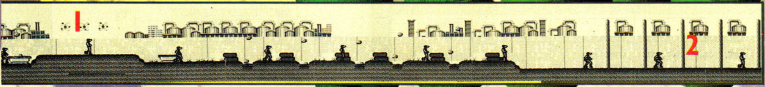
Dump, or the Goo Hits the Fan.



2. Watch Your Back

Henchmen attack from ahead and behind. Kneel and fire behind, then quickly turn and shoot ahead.



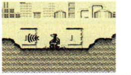


1. Half A Heart

Refuel here. Jump up to grab the Atoms overheard before you continue to the right. Each Atom restores half of a Heart.

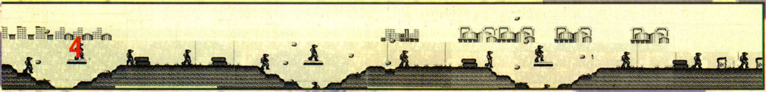
3. Snack Time

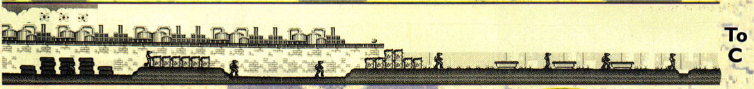
Fire at the refrigerator until it opens. A barrel of waste will roll out and restore all Hearts.

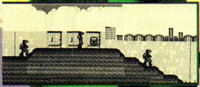


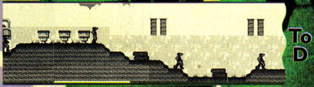
4. Take A Ride

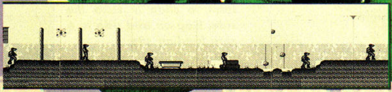
Wait for a Platform to appear, then hop a ride over to the other side.





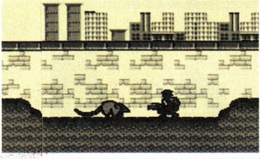






Rats! A Mutant Rodent

They grow 'em big in Tromaville's toxic dump! Killemoff's monster rat spews radioactive balls in sets of three, then it jumps and flips. Hop over the balls, fire rapidly, and get ready to jump again when it stops to spit more radioactive waste.

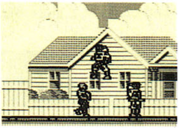


EPISODE 2: Tromaville Gets Tromatized, or This is a No-Smogging Section!

Episode 2 takes the Crusaders from the Dump to the city streets, where Killemoff's Radiation Rangers pound the pavement and toxic trees drip radioactive ooze. Watch for dive-bombing bats under Killemoff's command.

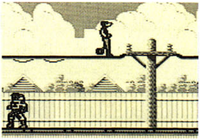
Radiation Rangers

Killemoff's thugs patrol the city streets. Some jump over and attack from the rear, others just march straight ahead. Keep firing fore and aft, and march on, Crusader.



Walk The High Wire

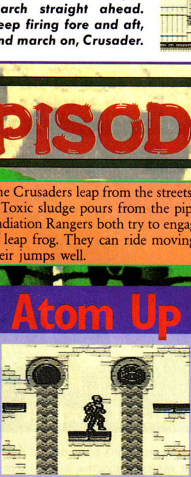
Atoms and Barrels are overhead on wires. Some you can jump to from boxes, but others you'll have to Spring to. Press Up and the A Button to use the Springs you find.



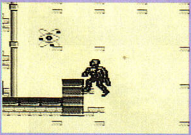
EPISODE 3: Sewer Mop-Up, or Sunday, Sludgy Sunday.

The Crusaders leap from the streets to the Sewer in Episode 3. Toxic sludge pours from the pipes there, and Toads and Radiation Rangers both try to engage them in deadly games of leap frog. They can ride moving Platforms if they time their jumps well.

Atom Up

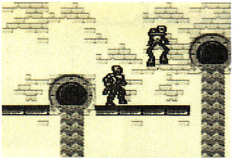


Have a Heart. Atoms are hidden in many of the oozing pipes. To restore your Hearts, dodge the toxic Toads and pesky Bats, then fire at the pipes to make the Atoms appear.



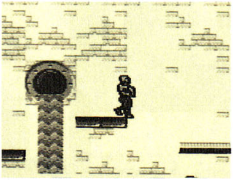
Put a Spring in your step! If you shoot certain enemies, Springs appear. Use a Spring in this area to bound up to a high platform that has valuable Power-Up items.

Leapin' Lizards!



Toxic Toads in this slimy Sewer try to play leap frog, but if they land on you, they do more than give the Crusaders warts—they cause serious damage. Either kneel and shoot before they leap or catch them in midair, before they have a chance to land.

A Leap Of Faith

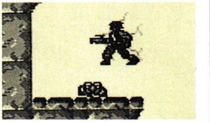


Whoaa! Now that's a big leap, and if you miss, you'll land in a simmering pool of toxic sludge. Instead of jumping, wait for a platform to slide in from the side. Hop on and ride to a safe landing site.

EPISODE 4: Entering the Ol' Factory, or Please Pass the Chloroflourocarbons!

Turn Up The Radio-Action

In Episode 4, it's into the Ol' Factory, where the radio-action heats up. Toxic drops fall quickly and the Radiation Rangers attack fast and furiously. In the end, killer Crabs charge quickly and retreat slowly. Get in your licks as they creep away.



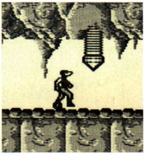
This factory should be condemned! Barrels of toxic waste are piled high and open vats of sludge are definite health hazards. And those aren't the only hazards. Watch out for dripping sewage pipes and dodge the many Radiation Rangers that patrol the area.

EPISODE 5: Under Killemoff's Lair, or The Good, the Bad, and the Ugly.

In Episode 5, the Crusaders go spelunking in a toxic cave. Dive-bombing bats make the exploration difficult, and the only Atoms seem to be out of reach. To refill your Hearts, you'll need to find two Springs and bounce up to them.

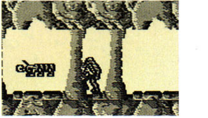
Spike-o-rama

The Spikes in the ceiling rise and fall in patterns. Walk under during their slowest drops.



Caustic Caterpillars

Caterpillars between the dropping Spikes jump and shoot. Crouch and return fire.

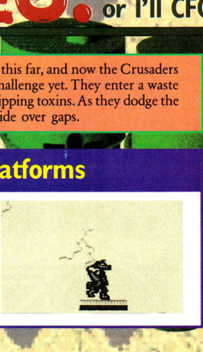


EPISODE 6: Island City, or I'll CFC You in my Dreams!

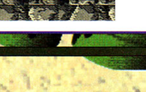
They've overcome incredible odds to get this far, and now the Crusaders are off to Island City and their biggest challenge yet. They enter a waste warehouse to find huge vats and pipes dripping toxins. As they dodge the drops, they hop moving Platforms to ride over gaps.

Vanishing Platforms

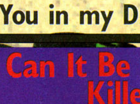
Now it's on to Island City, the realm of sinister Dr. Killemoff. He won't believe that the Crusaders have actually defeated his malevolent minions until he sees them, face-to-face. The Platforms they ride through this area blink then, vanish, so they have to jump quickly to safety.



Can It Be Killemoff?



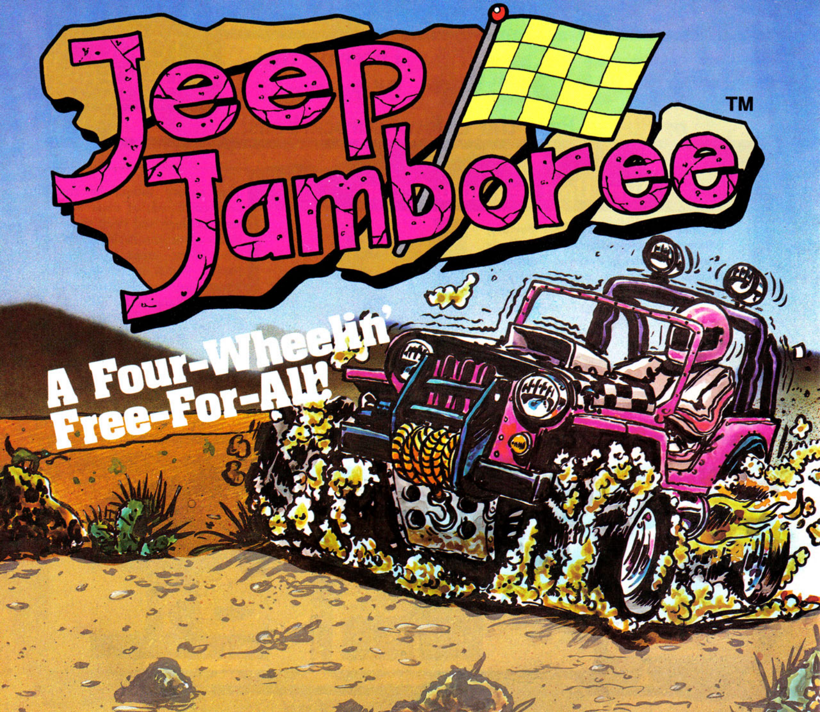
Killemoff, the warped toxic wastemeister, awaits the valiant Crusaders. They must be strong of Heart to save Tromaville from his vile control.



Killemoff leaps from Platform to Platform, throwing Bombs and Grenades. Dodge the explosions and shoot while he's moving.

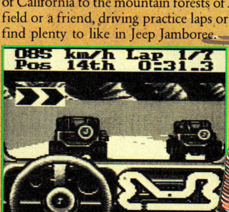
Jeep Jamboree™

A Four-Wheelin' Free-For-All!

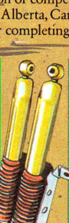


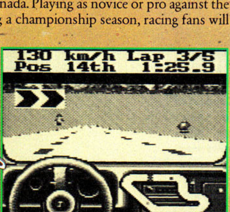
Racers Rev Up For A New Season

This racy new title from Virgin Games puts you behind the wheel of a high-performance, hot-handling jeep for an action-packed season of competition that takes you from the desert hills of California to the mountain forests of Alberta, Canada. Playing as novice or pro against the field or a friend, driving practice laps or completing a championship season, racing fans will find plenty to like in Jeep Jamboree.



```
085 km/h Lap 1/7
Pos 14th 0:31.3
```

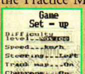




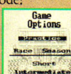
```
130 km/h Lap 3/5
Pos 14th 1:25.9
```

Loaded With Options

Before you start the season, you can select from a variety of options, including difficulty level, track display, racing mode, and even right- or left-side drive. Try them all out in the Practice Mode!



```
Game
Set - up
Difficulty
level..Novice
Speed...km/h
Steering...Left
Track map...On
Chevrons...On
Position Flash.
```



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Game
Options
Practice
Race Season
Short
Intermediate
Championship
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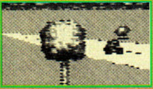
©1992 Gremlin

No Smooth Stretch Of Highway

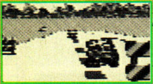
Off-Road Racing Has Its Ups And Downs

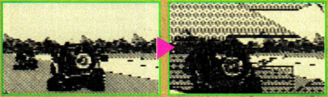
From the driver's perspective, the road twists and turns, dips and peaks like a real one would, adding to the challenge of even the short, relatively straight courses. What's just over the hill? You won't know until you crest it, and then you'll have to react fast enough to keep your jeep on the course–and on all four wheels.

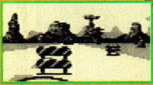


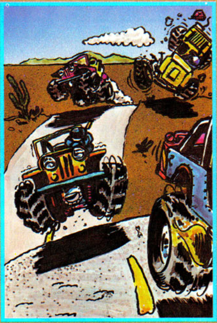
Expect The Unexpected

As if staying on course weren't challenging enough, the game also tosses obstacles in your jeep's path. Watch out for boulders, trees and stalled cars. Hitting trees and boulders just slows you down, but hitting abandoned vehicles damages your jeep.



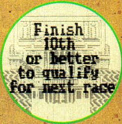






Short Circuit

You can choose from among five Practice Courses, which are also the courses that make up the Short Season. They're the easiest tracks you'll encounter. When you start the season, you'll have to finish 10th or better to qualify for the next race, and the points you earn go towards the season's total.

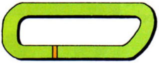


Finish
10th
or better
to qualify
for next race

Course 1——ARCH CANYON

The first course is a simple oval that takes you to the high deserts of Utah. Put the pedal to the medal on the straightaways.

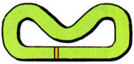
Location: San Juan County, UT
4 Laps of 1.395 km

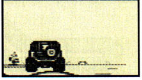


Course 2——MAINE MOUNTAINS

It may be in the mountains, but the Bethel track is one of the flattest in the circuit. The only obstacles are the other jeeps.

Location: Bethel, ME
5 Laps of 1.147 km

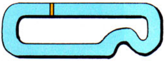




Course 3——HOLE IN THE ROCK

The next course takes you back to the vast deserts of Utah. It's an oval with a tight twist that tests your cornering skills.

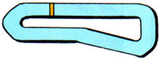
Location: Blanding, UT
4 Laps of 1.4 km



Course 4——LOST COAST

Slow down after the long straightaway to hold your line in the tight corner at its end. Accelerate quickly as you come out of it.

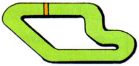
Location: Eureka & Fort Bragg, CA
5 Laps of 1.457 km

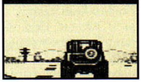


Course 5——CAJUN JAMBOREE

Get ready for a rough ride on the ragin' Cajun track! Pass the others in the stretches and try to hold your own in the curves.

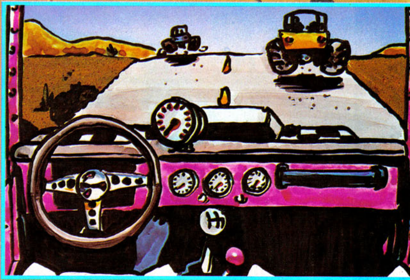
Location: St. Francisville, LA
5 Laps of 1.023 km





INTERMEDIATE TRACKS

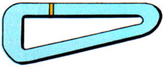
The Short Season was just preparation for the tougher Intermediate and Championship Seasons. The Intermediate Circuit has seven tracks, all more difficult to negotiate than any you've seen yet. Your opponents' jeeps are beefier, and making your way through traffic is harder. If you rear-end another jeep as you're trying to gain a position, it'll slow you down significantly. The skills you learned in the Short Season will be put to the test on this circuit.



Course 1—ADIRONDACK TRAILS

The map of the first track looks deceivingly simple. It's an oval with one tight turn, but a steep hill climb adds challenge.

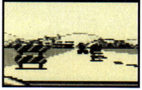
Location: Lewis County, NY
5 Laps of 1.488 km

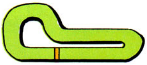


Course 2—RUBICON TRAIL

Track two is not only bumpy and twisty, it's all wet to boot. Watch for closed lanes—don't hit the road crew's barriers.

Location: Georgetown, CA
6 Laps of 1.115 km

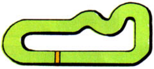




Course 3—PALO DURO CANYON

Head for the Lone Star State for the third race of the season. You can go flat out on the straightaway, but watch for rocks.

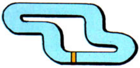
Location: Amarillo, TX
6 Laps of 1.188 km



Course 4—MOHAWK TRAIL

Tight curves and the wet surface keep speeds down on the Mohawk Trail. Heavy traffic in corners makes gaining position tough.

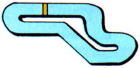
Location: Charlemont, MA
7 Laps of 1.079 km



Course 5—PINE RIDGE

The roads are dry here but the turns are tight. You'll have six laps to fight your way to a qualifying finish, and it won't be easy.

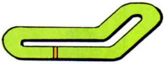
Location: Shaver Lake, CA
6 Laps of 1.160



Course 6—OURAY JAMBOREE

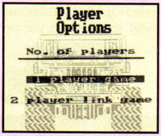
There aren't any unexpected obstacles on the Ouray track, but the sharp corners and rough surface will keep you plenty busy.

Location: Ouray, CO
5 Laps of 1.128 km



Link Up With A Friend

Using two Game Paks and a video link cable, you can race head-to-head against a friend in a two-car field. Get the jump from the starting line to take command, keep your opponent from passing, and be sure to watch out for disabled rigs in the road.



Player Options

No. of players

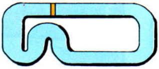
1 player game

2 player link game

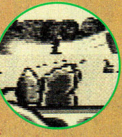
Course 7—BLACK HILLS

The seventh course takes you to South Dakota's famous Black Hills. This track races tough. It's steep and littered with boulders.

Location: Sturgis, SD
6 Laps of 1.501 km



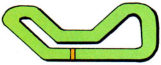
Championship Season



When you've mastered the Short and Intermediate Circuits, it's time to move on to a greater challenge: the Championship Season. With ten races, it's a longer season, and the tracks have more twists and turns, too. Negotiating the tougher tracks is a challenge by itself, but there are also more obstacles on the Championship courses.

Course 2—OUACHITA JAMBOREE

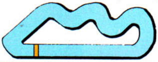
You'll need to replace your shocks after five laps around the steep, bumpy track at Ouachita.



Location: Hot Springs, AR
5 Laps of 1.444 km

Course 4—GHOST TOWN

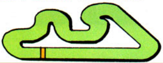
After you snake through the series of twisting turns, make up time on the long straightaway.



Location: Ely, NV
7 Laps of 1.465 km

Course 6—CANYON DE CHELLY

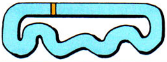
Rocks are all over the Canyon de Chelly track. It's easy to end up with a broken windshield.



Location: Chinle, AZ
8 Laps of 1.533 km

Course 8—SANTA FE JAMBOREE

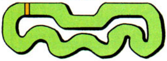
Sharp corners keep the pace down for the first half, but you can open it up on the stretch.



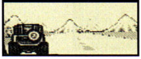
Location: Santa Fe, NM
6 Laps of 11.581 km

Course 10—PACIFIC NORTHWEST

The tenth track is the toughest yet. It's nine laps of constant cornering on rain-slick roads.

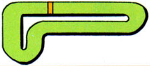


Location: Yakima, WA
9 Laps of 1.668 km

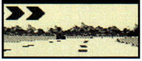


Course 1—FRENCH LICK

Palm trees in Indiana? Sharp turns will give you a chance to meet them up close and personal!

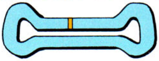


Location: French Lick, IN
4 Laps of 1.274 km



Course 3—GREAT LAKES

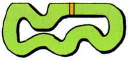
Watch for closed lanes on the left, and be ready to dodge the big rocks on parts of the roadway.



Location: Trout Lake, MI
6 Laps of 1.433 km

Course 5—D. BOONE JAMBOREE

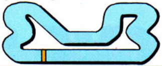
You'll need all eight laps to work your way from the back of the pack to the checkered flag!



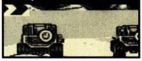
Location: Lexington, KY
8 Laps of 1.324

Course 7—ROCKY MOUNTAINS

You're heading for real jeep country for the seventh race! Expect steep hills and sharp turns.

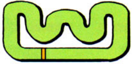


Location: Edmonton, Alberta
7 Laps of 1.643 km



Course 9—SHACONGE JAMBOREE

Eight laps on rough roads take their toll. Avoid more damage by dodging the rocks on the road.



Location: Murphy, NC
8 Laps of 1.417 km

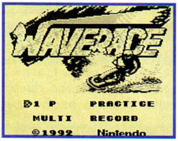
RACE OF CHAMPIONS

With every race, you earn points towards all-season standings. Rack 'em up and climb up through the ranks. You can be the season Champ!

WAVE REVIEWS

Wave Race from Nintendo launches a new age of racing, one without wheels and pavement, but with keels and currents. Personal Water Craft don't handle like any other vehicles, and that's what makes them fun. Master the cornering and you'll make a splash on the National and World Series Circuits. You can also race on slalom courses or challenge up to four friends using the four-player Game Link adapter. It won't be easy to reach the finals. You may have to get help from a friendly dolphin to sink the competition.

OPTIONS


WAVERACE

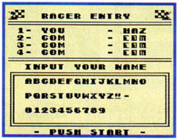
▷1 P PRACTICE

MULTI RECORD

©1992 Nintendo

Wave Race has all the choices you need.

FOR FOUR


RACER ENTRY

1- YOU - HAZ

2- COM - COM

3- COM - COM

4- COM - COM

INPUT YOUR NAME

ABCDEFGHIJKLMNO

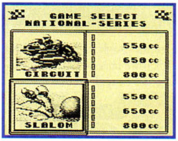
PQRSTUVWXYZ‼ -

0123456789

- PUSH START -

Up to four ski jockeys can race.

WHAT TO RIDE


GAME SELECT

NATIONAL-SERIES

CIRCUIT 550cc 650cc 800cc

SLALOM 550cc 650cc 800cc

Three hot machines for wave hopping.

©1992 Nintendo

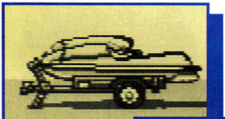
THE CIRCUIT

The Circuit races pit you against three other racers. You'll have to make several laps of the course, dodging whirlpools and navigating around buoys. You'll also have to stay in front of the competition. Use Turbo speed and jumps to weasel your way to the front and then stay there. The difficult courses have more frequent and sharper turns. In the World Series races, look for smarter opponents to challenge you.

CIRCUIT CIRCUS

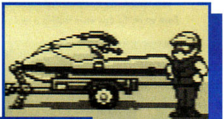
When you win the first four races with a 550cc machine, you'll move on to a more difficult circuit with six races and a 650cc machine. The last Circuit features eight races on an 800cc wave racer. The World Series has tougher opponents.

550cc



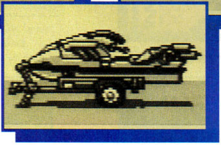
The lower power makes turning easier.

650cc



The mid-range machine sends you flying.

800cc



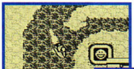
It's hot and untamed like a wild beast.

THE SLALOM

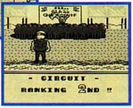
Slalom races consist of a series of buoy goals through which you must pass to score a point. Some goals are scored by splitting the buoys going north or south, while others must be split from east to west. Log booms break up the course into sharp turns and tight spaces. What makes this sort of race so intense is that you have to maneuver on a dime and beat the competition to the goal. It'd be easier to wrestle an octopus.

GO THE COURSE

Use the Practice Mode to learn about a course before racing on it. If you know when a turn is coming or where jumps are located, you can plan ahead by cutting or boosting your speed. You can practice any of the eight courses of either the Circuit or Slalom, and you can drive any of the three sizes of Personal Water Craft.



Practice makes perfect on twisty courses.

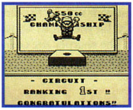


- CIRCUIT -
RANKING 2ND !!

Learn the course or get soaked.

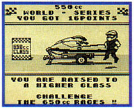
WIN POWER AND GLORY

Besides the prestige and self-respect you'll earn from whipping the competition in a Circuit, you'll find yourself honored on the winner's stand if you earn 12 points or more. Then get ready for the next Circuit of races.



550cc
CHAMPIONSHIP
- CIRCUIT -
RANKING 1ST !!
CONGRATULATIONS!!

The winner's circle leads to fame and . . .



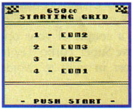
550cc
WORLD - SERIES
YOU GOT 16POINTS

YOU ARE RAISED TO
A HIGHER CLASS
CHALLENGE
THE 650cc RACES !!

. . . the next great wave challenge.

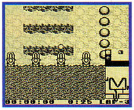
STARTING POSITION

The computer randomly selects your starting position, which may determine if you get an early lead.



650cc
STARTING GRID
1 - COM2
2 - COM3
3 - HAZ
4 - COM1
- PUSH START -

The computer decides your position.



Getting a good start is up to you.

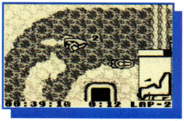
CRUISIN' THE CIRCUIT

WINNING ON THE WAVES

All racers must master basic wave strategy if they expect to win against pro competition. Keeping the water bike on as straight a line as possible is your number one concern. The maneuvers listed below will also help keep you in any race, but there are more strategies that you'll have to discover on your own.

Cutting Corners

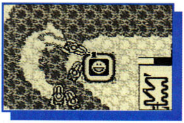
Controlled cornering is the key to winning on most courses. Cut speed as you enter the turn, then point your nose in the direction you want to go. Finally, hit the gas to boost yourself back up to speed. The sharper the corner, the slower you should take it.



Ease up on the gas when making a turn.

Cutting Competition

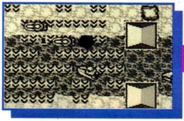
During a race, you can cut off the competition when making a turn around a buoy. If another bike is close behind you, cut close to the buoy just as the opponent approaches. You can trap him against the buoy, causing him to lose valuable time.



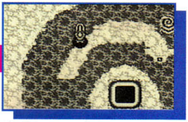
Force a racer behind you to pile up.

Jumpin' Jack Splash

Although the jumps along the course are the most spectacular part of bike racing, not all of the jumps are useful. Jumps that are placed close to turns can be dangerous, because you can jump clean off the course. For long jumps, use your Turbo.



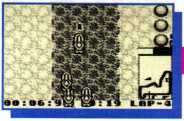
Hit the Turbo before you make the jump.



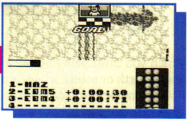
Avoid jumps near tight corners.

The Pace of the Race

Too much of a lead isn't necessarily a good thing. In Wave Race, if you get too far ahead of the competition, a couple of your opponents will suddenly have Super Turbo. Try to keep the second place racer in sight to avoid triggering Super Turbo.



Don't let the Super Turbo option kick in.

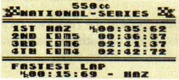


```
1-HAZ
2-COM5  +0:00:30
3-COM4  +0:00:71
4-----  --------
```

Maintain a close lead on the competition.

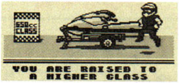
PRECIOUS POINTS

Winning may not be everything, but in Wave Race it is important if you want to reach the next Circuit. First Place counts for 4 points while second place is worth only 2 points and third place is just one point.



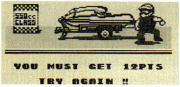
```
          550cc
   NATIONAL-SERIES
 1ST  HAZ   00:35:62
 2ND  COM5  00:36:37
 3RD  COM6  02:41:37
 4TH  COM4  02:42:72
 FASTEST LAP
  00:15:69 - HAZ
```

You'll have to win . . .



```
YOU ARE RAISED TO
  A HIGHER CLASS
```

. . . to earn enough points to move on . . .

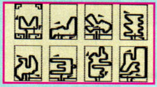


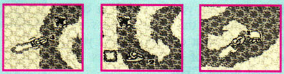
```
YOU MUST GET 12PTS
   TRY AGAIN !!
```

. . . or run the same Circuit again.

CLASS TRACKS

Win a Circuit and move on to the next higher Circuit and more powerful water bikes. There are four courses on the first Circuit, six on the second, and eight on the third. Besides turns and obstacles, look for a Dolphin for better handling and the Octopus for the ability to steal Turbo power.





Look for Helpers out of the main stream.

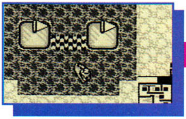
SLALOM STRATEGIES

THE INS AND OUTS

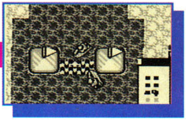
The Slalom requires a unique strategy of its own because things tend to get crowded around the buoy goals where you score points. Get through the goals quickly and head for the next one. Like the Circuit races, you'll have four, six and eight courses to complete with the three classes of Personal Water Craft.

One's Company

When a crowd of racers reaches a goal at the same time, everyone tries to pass through the goal buoys simultaneously. The result can be mass confusion, head-on collisions and wasted time. Go for the goal on your own and head elsewhere if other racers are likely to compete with you at a certain buoy.



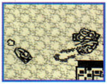
Try to split the buoys on your own.

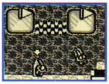


Head-on collisions wreck your chances.

Roam Alone

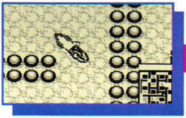
The best way to have goals all to yourself is let the pack roar off on its own while you head for goals in the opposite direction. Chances are you'll score more points because you'll have less competition at any particular goal.



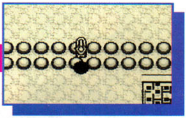


Jump To It

Use the jumps to leap over the booms of buoys that separate many areas of the course. Boom-hopping saves you tons of time, and that means you'll score more points. Practice on each course to learn where the jumps are located and where they lead. Remember to use Turbo when you jump.



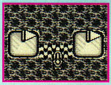
Going around the boom takes a long time.



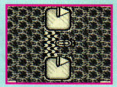
Jump the boom to reach nearby areas.

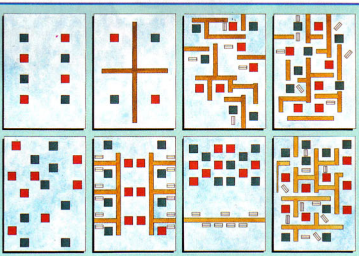
SLALOM COURSES

🟥 Red boxes on the map indicate that you pass through them by driving up or down.



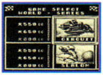
🟦 Blue boxes indicate that you pass through the buoys by driving left or right.

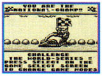




WORLD CLASS

After winning the National Wave Race title, you'll move on to an entirely new series of races, beginning with the 550cc machine and moving through two more classes. The world class racers who challenge you are superior drivers and tacticians.





YOU ARE THE NATIONAL-CHAMP!!

CHALLENGE THE WORLD-SERIES !! PRESS SELECT ON THE GAME SELECT SCREEN TO CHANGE GAME MODES

Aim for the World Wave Race title.

Centipede™

CENTIPEDE™
©1982.1992 ATARI CORP

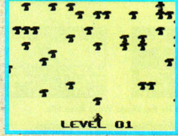
© 1982, 1992 Atari Corp.

Another classic arcade game comes to life on Game Boy courtesy of Accolade. Once again, the transition from arcade title to Game Boy title is a smooth one. Centipede is an easy game to understand, but the theme is the key to making it a truly enjoyable game.

FOUR DIFFICULTY LEVELS!

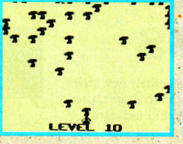
NOVICE

Choosing a difficulty level in Centipede is like having a built-in stage select. Novice Mode starts at Level 1. Reacquaint yourself with the game.



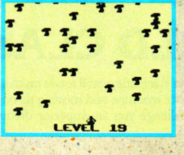
STANDARD

Level 10 is the starting point in Standard Mode. Beetles will start dropping immediately. The Centipedes move a bit faster here.



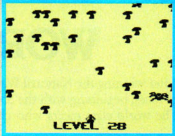
ADVANCED

The Advanced Mode lets players begin their Centipede conquests at Level 19. More and more Beetles will drop.



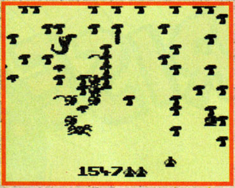
EXPERT

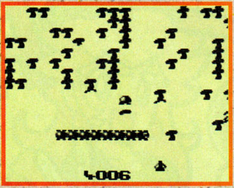
The ultimate Centipede test! The Expert Mode lets you warp to Level 28. The Centipedes really move fast when you get to this lofty level.

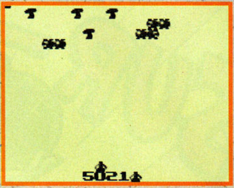


BLAST THE MUSHROOMS!

Keeping the number of Mushrooms on the screen to a minimum increases your chances of survival. The Centipede will turn and drop a notch when it encounters a Mushroom. Blast the Mushrooms in the lower regions first.

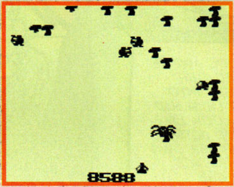


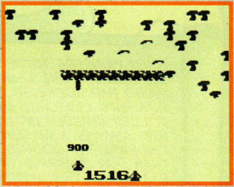




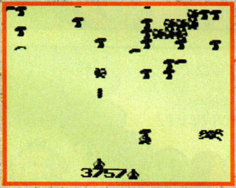
SHOULD I SHOOT THE SPIDER?

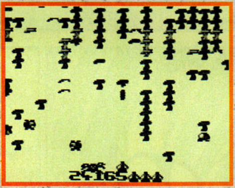
The first thought many people have when they encounter something threatening is to get rid of it. However, the Spider will eat away Mushrooms on the lower half of the screen when it comes in contact with them. On the other hand, the Spider will take away one of your "lives" if your shooter touches it. Make the decision to shoot or not to shoot.





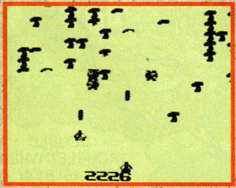
FREE FALLIN'

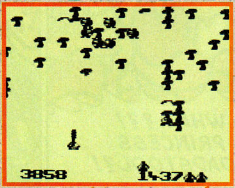




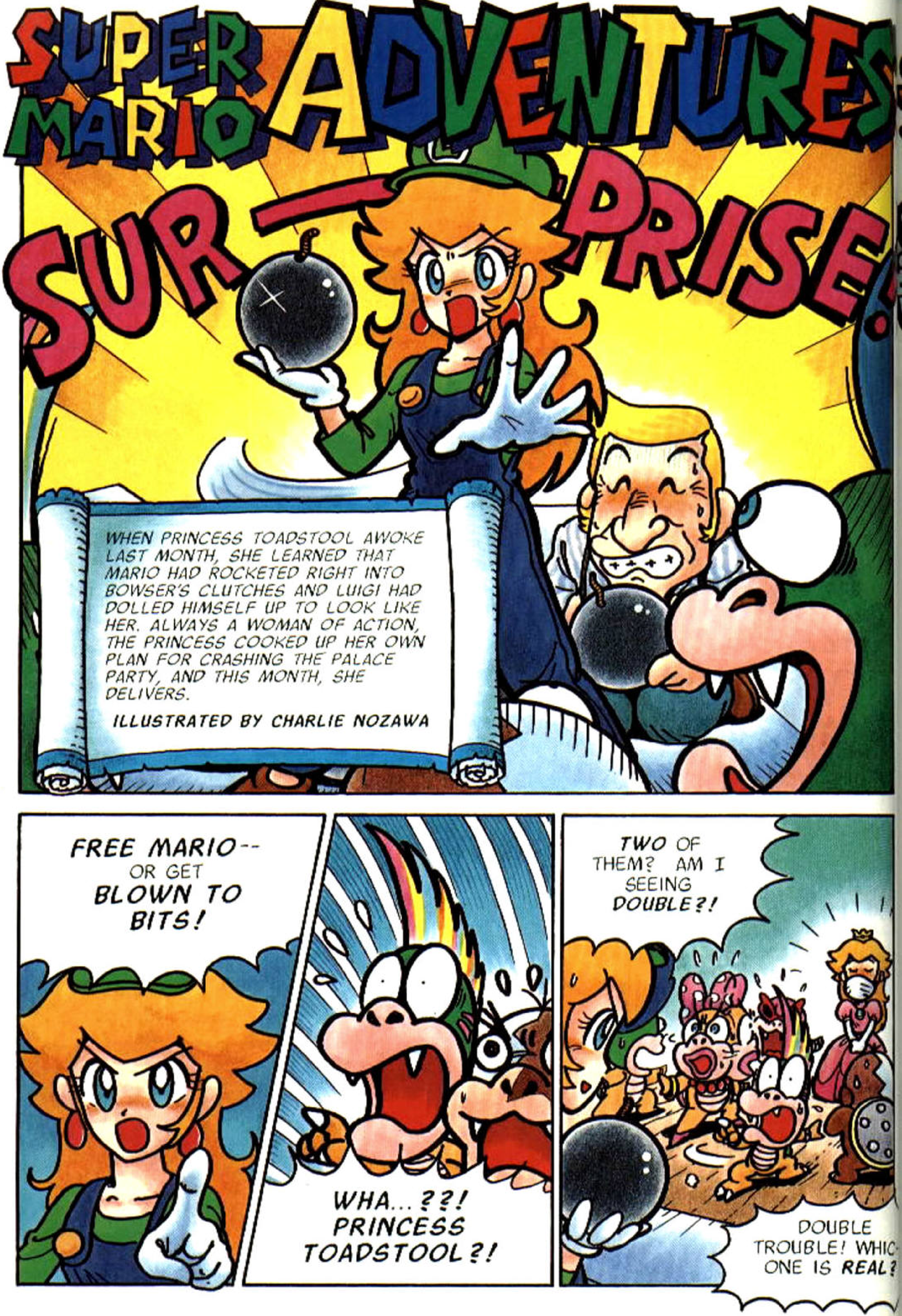
The Beetles that fall from the top of the screen are probably your biggest enemies. They carry Mushrooms and they place them in their path as they fall. If you shoot them once, they will stop placing Mushrooms and fall very quickly toward your Shooter. You must shoot twice to get rid of them. This is hard to do at close range.

TEAM CENTIPEDE





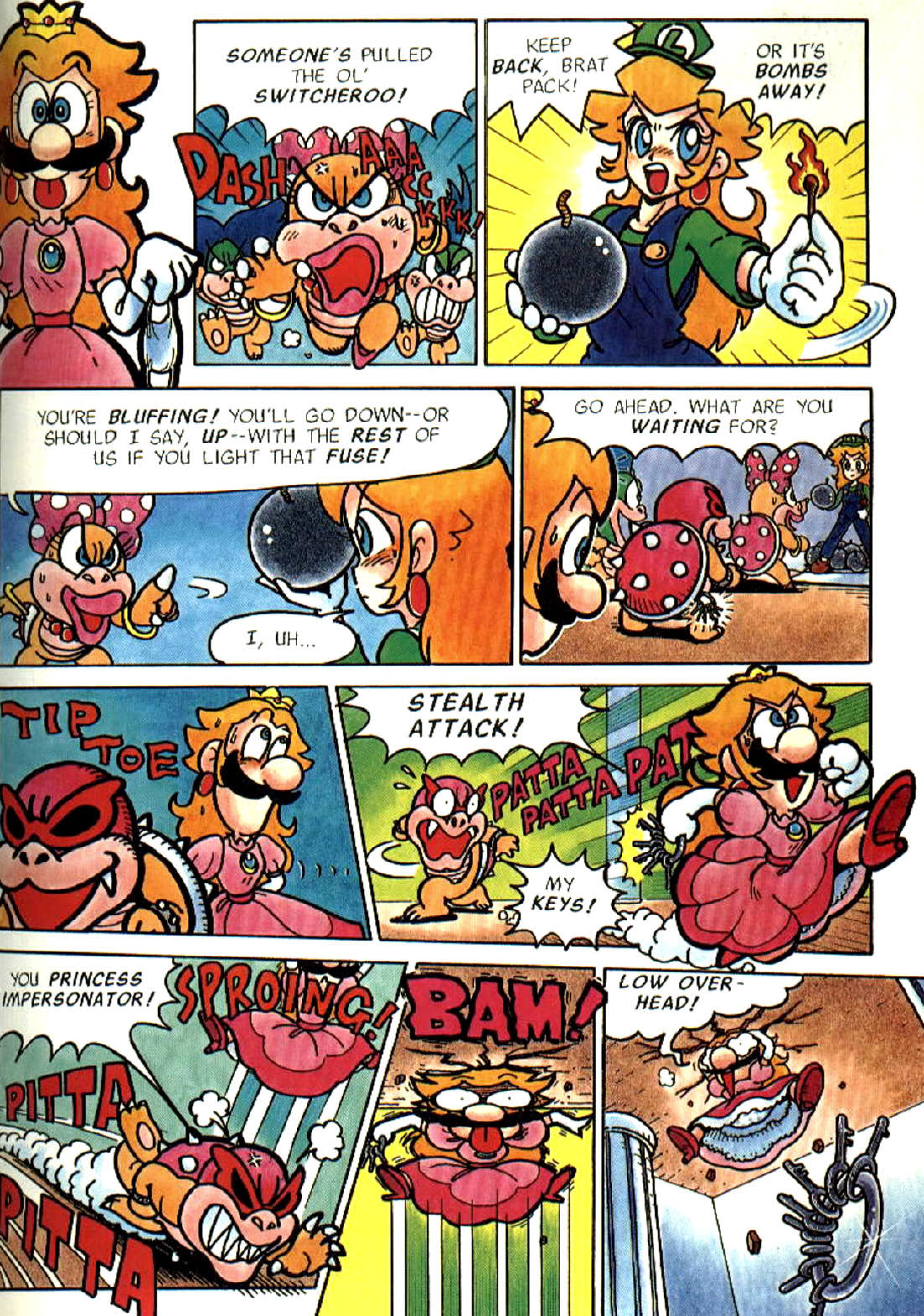
Centipede gives competitors three two-player options! Two players can use the same Game Boy in the Alternate Mode. Using the Game Link, two players can either compete against each other or zap Mushrooms, Beetles, Spiders and an occasional Scorpion as a team.

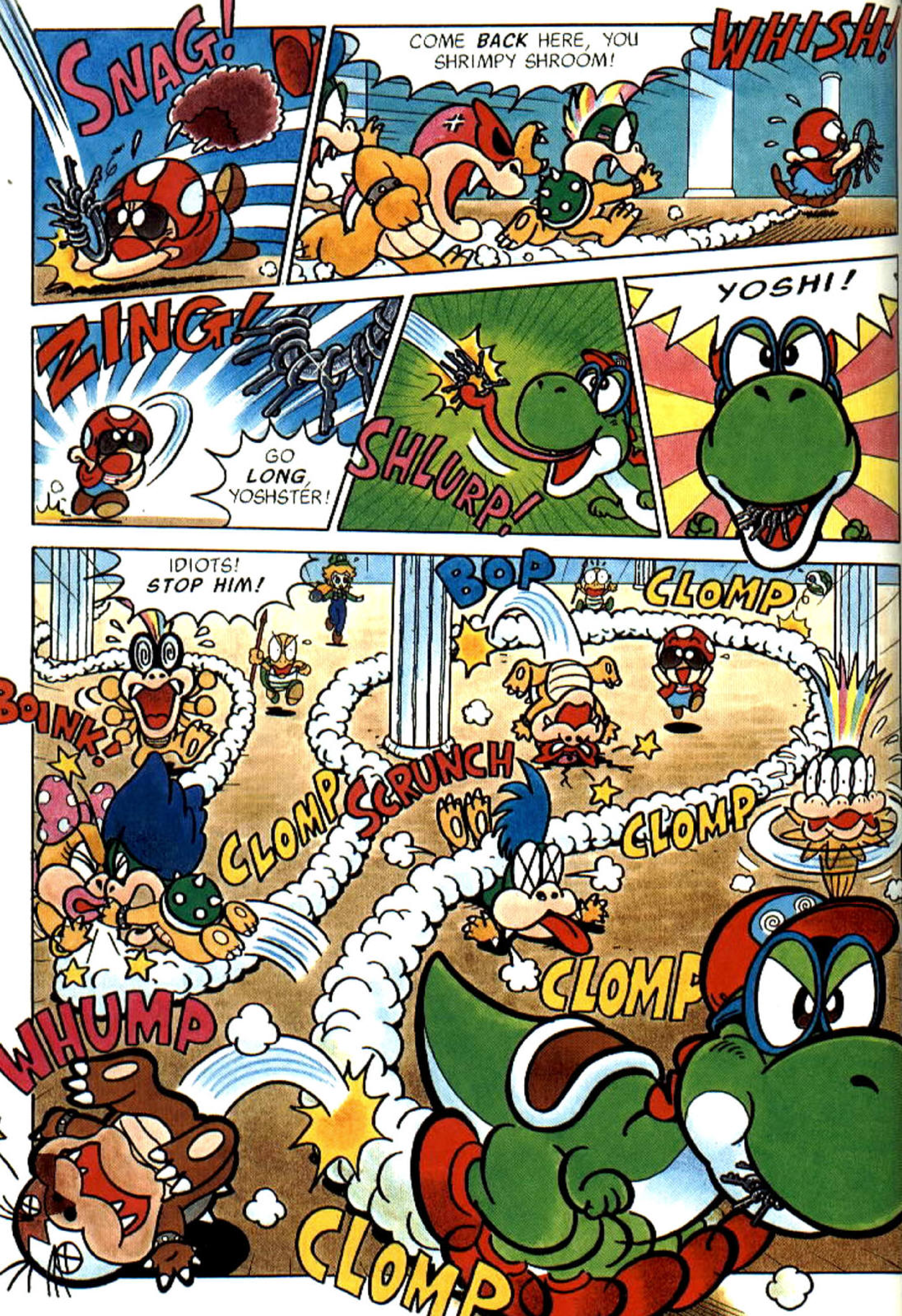


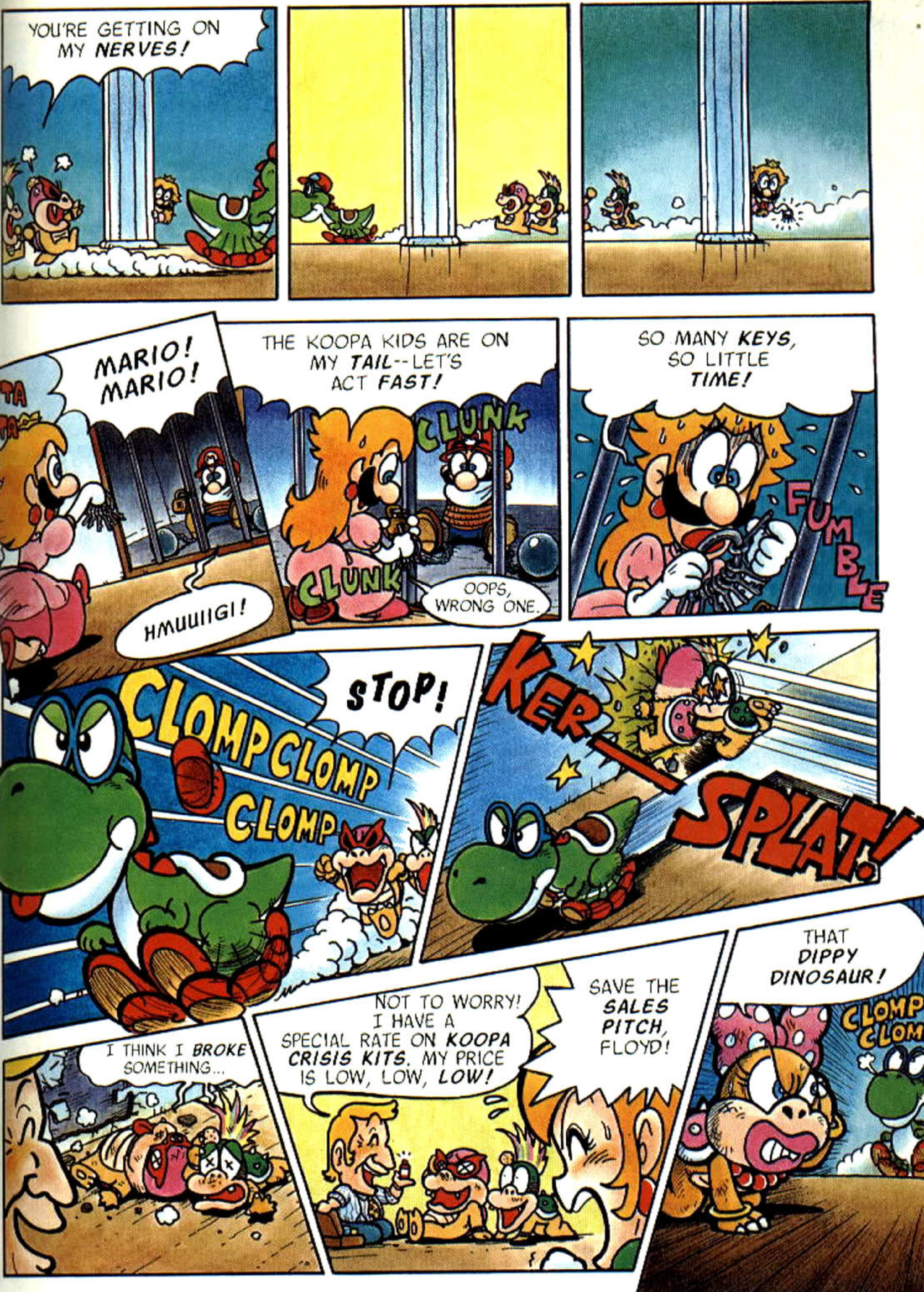
SUPER MARIO ADVENTURES
SUR—PRISE!
FREE MARIO-- OR GET BLOWN TO BITS!
WHA...??! PRINCESS TOADSTOOL?!
TWO OF THEM? AM I SEEING DOUBLE?!
DOUBLE TROUBLE! WHIC ONE IS REAL?

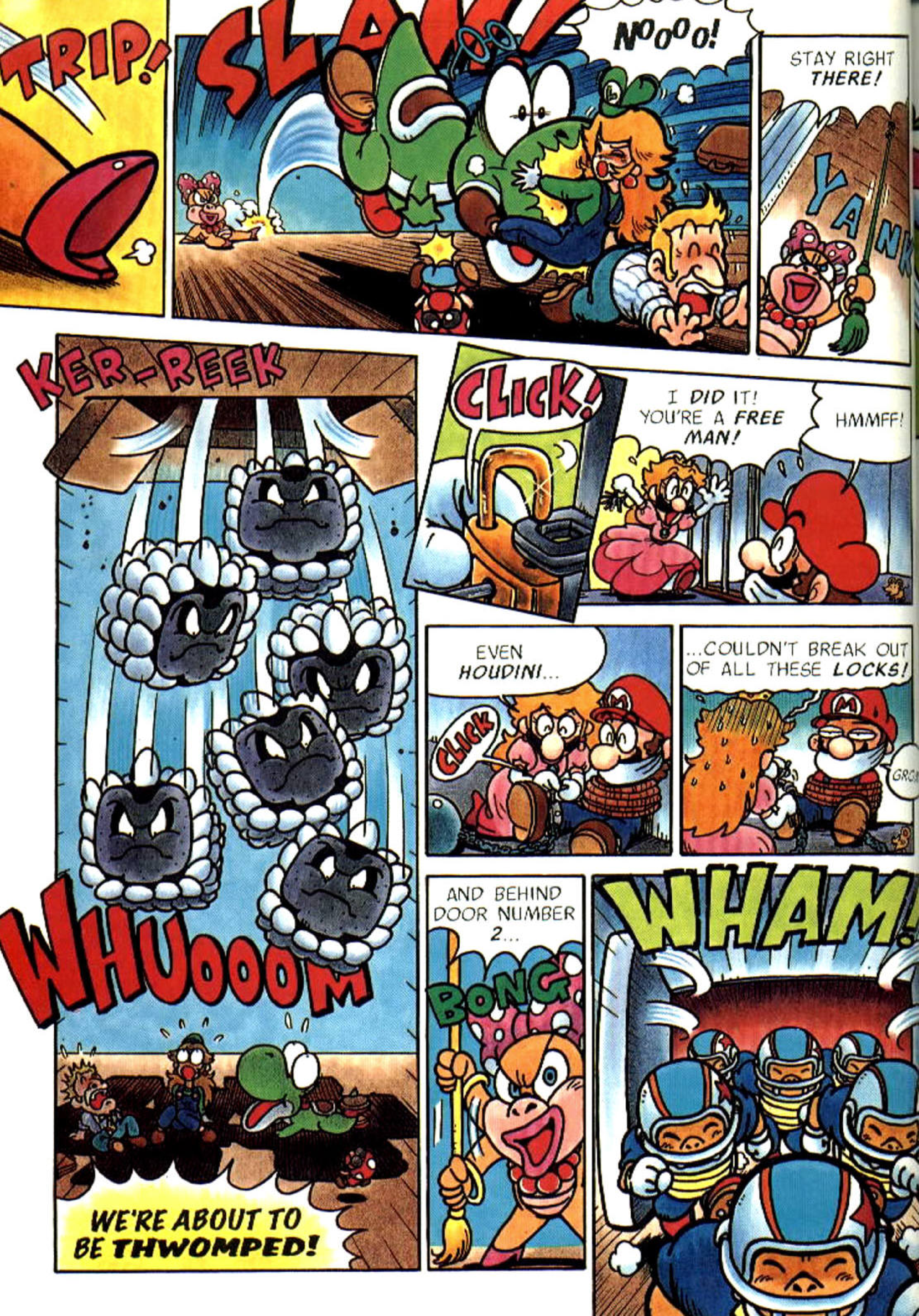
WHEN PRINCESS TOADSTOOL AWOKE LAST MONTH, SHE LEARNED THAT MARIO HAD ROCKETED RIGHT INTO BOWSER'S CLUTCHES AND LUIGI HAD DOLLED HIMSELF UP TO LOOK LIKE HER. ALWAYS A WOMAN OF ACTION, THE PRINCESS COOKED UP HER OWN PLAN FOR CRASHING THE PALACE PARTY, AND THIS MONTH, SHE DELIVERS.

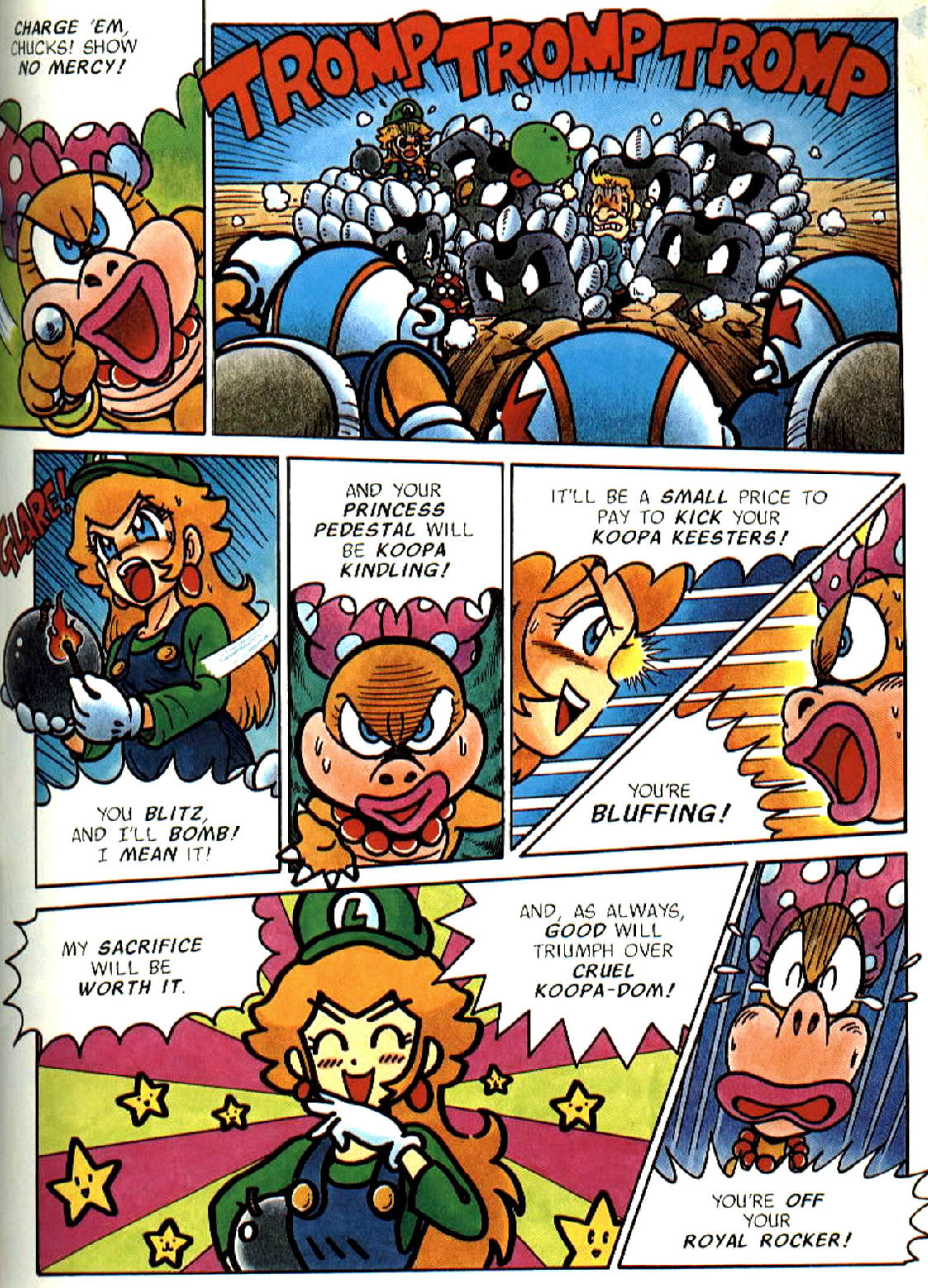
ILLUSTRATED BY CHARLIE NOZAWA

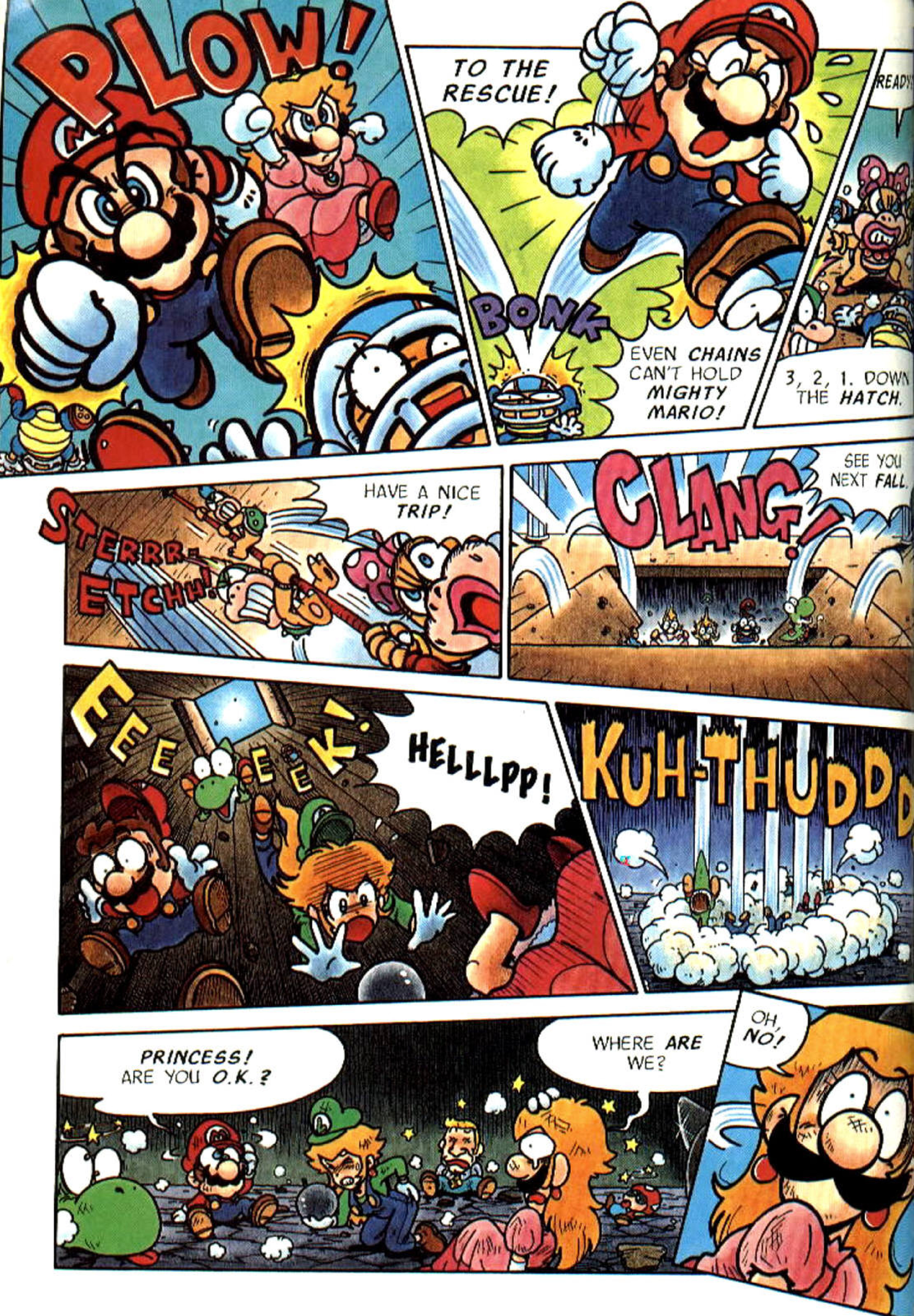

SOMEONE'S PULLED THE OL' SWITCHEROO!
DASH!
AAAACCKKKK!
KEEP BACK, BRAT PACK!
OR IT'S BOMBS AWAY!
YOU'RE BLUFFING! YOU'LL GO DOWN--OR SHOULD I SAY, UP--WITH THE REST OF US IF YOU LIGHT THAT FUSE!
I, UH...
GO AHEAD. WHAT ARE YOU WAITING FOR?
TIP TOE
STEALTH ATTACK!
PATTA PATTA PAT
MY KEYS!
YOU PRINCESS IMPERSONATOR!
SPROING!
PITTA PITTA PITTA
BAM!
LOW OVER-HEAD!

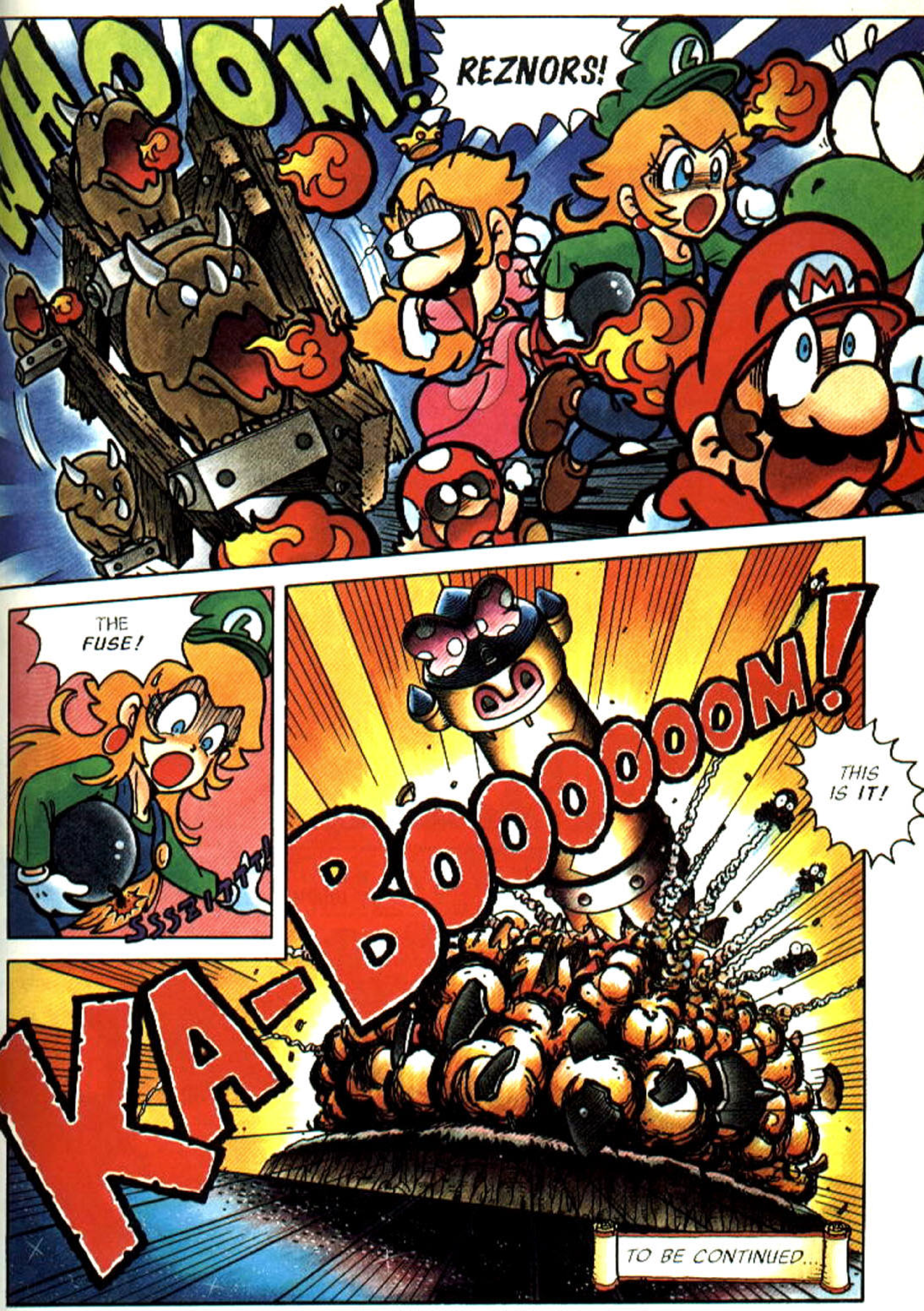

SNAG!
COME BACK HERE, YOU SHRIMPY SHROOM!
WHISH!
ZING!
GO LONG, YOSHSTER!
SHLURP!
YOSHI!
IDIOTS! STOP HIM!
BOP
CLOMP
BOINK!
CLOMP
SCRUNCH
CLOMP
CLOMP
WHUMP
CLOMP


YOU'RE GETTING ON MY *NERVES!*
MARIO! MARIO!
HMUUIIGI!
THE KOOPA KIDS ARE ON MY *TAIL*--LET'S ACT *FAST!*
CLUNK
CLUNK
OOPS, WRONG ONE.
SO MANY *KEYS*, SO LITTLE *TIME!*
FUMBLE
CLOMP CLOMP CLOMP
STOP!
KER—SPLAT!
I THINK I *BROKE* SOMETHING...
NOT TO WORRY! I HAVE A SPECIAL RATE ON *KOOPA CRISIS KITS*. MY PRICE IS LOW, LOW, *LOW!*
SAVE THE *SALES PITCH*, FLOYD!
THAT *DIPPY DINOSAUR!*
CLOMP CLOM


TRIP!
SLAM!
NOOOO!
STAY RIGHT THERE!
YANK
KER-REEK
WHUOOOM
WE'RE ABOUT TO BE THWOMPED!
CLICK!
I DID IT! YOU'RE A FREE MAN!
HMMFF!
EVEN HOUDINI...
CLICK
...COULDN'T BREAK OUT OF ALL THESE LOCKS!
GRO
AND BEHIND DOOR NUMBER 2...
BONG
WHAM!


CHARGE 'EM, CHUCKS! SHOW NO MERCY!
TROMP TROMP TROMP
GLARE!
YOU BLITZ, AND I'LL BOMB! I MEAN IT!
AND YOUR PRINCESS PEDESTAL WILL BE KOOPA KINDLING!
IT'LL BE A SMALL PRICE TO PAY TO KICK YOUR KOOPA KEESTERS!
YOU'RE BLUFFING!
MY SACRIFICE WILL BE WORTH IT.
AND, AS ALWAYS, GOOD WILL TRIUMPH OVER CRUEL KOOPA-DOM!
YOU'RE OFF YOUR ROYAL ROCKER!


PLOW!
TO THE RESCUE!
BONK
EVEN CHAINS CAN'T HOLD MIGHTY MARIO!
READY
3, 2, 1. DOWN THE HATCH.
STERRRR-ETCHH!
HAVE A NICE TRIP!
CLANG!
SEE YOU NEXT FALL.
EEEEK!
HELLLPP!
KUH-THUDD
PRINCESS! ARE YOU O.K.?
WHERE ARE WE?
OH, NO!


HOOM!
REZNORS!
THE FUSE!
SSSZZTTT!
KA-BOOOOOOOOM!!
THIS IS IT!
TO BE CONTINUED...

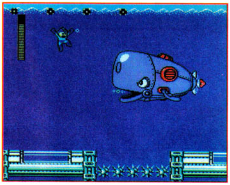
COUNSELORS' CORNER!

MEGA MAN IV

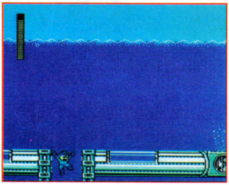
WHERE DO I GET THE WIRE?

Chad Lykken

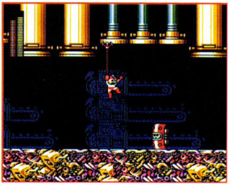
You'll find the Wire in the Dive Man Stage after defeating the second mechanized Whale. Watch out for whale attacks. Once you've walloped the Whales, dive down the hole in the floor beyond the place where the second Whale attacked. This is where you'll find the Wire, which works like a grappling hook. Shoot the Wire at the ceiling and climb up it to reach areas and ledges that you couldn't reach before.



Mega Bust the two Whales while dodging their two types of attacks.



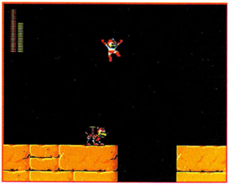
Dive down the hole beyond where the second Whale attacks. The Wire is in the room below.



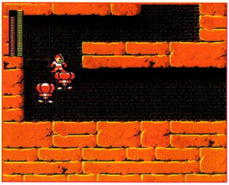
Use the Wire like a grappling hook to climb up to new areas and avoid attacks.

? WHERE CAN I FIND THE BALLOON? ?

Look for the Balloon in the Pharaoh Man Stage. At the beginning of this area, you'll have to cross the shifting sands to the right until you reach the hole that leads to the underground chambers of Pharaoh Man's tomb. Don't worry about sinking into the sand. Instead of going down into the tomb, jump across the hole and continue right. Here you'll find the Balloon. Mega Man can jump onto the Balloon and then jump to a more distant ledge.



Use the Rush Coil to jump over the entrance to reach the Balloon farther to the right.



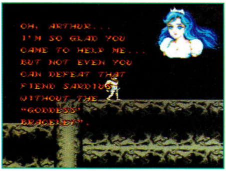
Use the Balloon to reach inaccessible ledges. Mega Man can ride on top of the Balloon.

SUPER GHOULS 'N GHOSTS

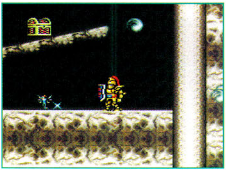
HOW DO I GET THE BRACELET?

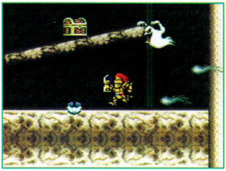
Steve Bolender

So you've reached the end of Stage 7 and defeated the Red Emperor only to find that the Princess has been saving a surprise for you. The surprise is that you need to get the Bracelet before you can proceed to the final area. An even bigger surprise is that the Princess hid the Bracelet earlier in the game, and that means you have to start over at the beginning. You have no choice in this. There is no way to get the Bracelet during your first trip. You can find the Bracelet in a Treasure Chest in any of the stages. Since the Treasure Chest items appear in a predictable pattern that resets each time Arthur is hit or begins the game with the Steel Armor, you can judge which Treasure Chest contains what items. The Sun Shield is in the fourth Chest in the order of items. The Bracelet is in the fifth Chest.


OH, ARTHUR...
I'M SO GLAD YOU
CAME TO HELP ME...
BUT NOT EVEN YOU
CAN DEFEAT THAT
FIEND SARDIUS
WITHOUT THE
"GODDESS'
BRACELET".

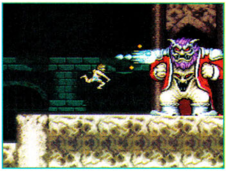
At the end of Level Seven, you discover that you must start over to get the Bracelet.

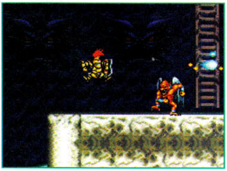

The Bracelet is on every level, in the Chest after the one where you find the Sun Shield.

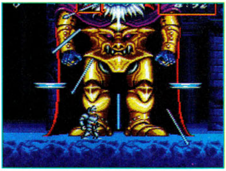

The Bracelet is most effective when used with the better grades of armor.

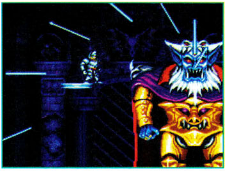
HOW DO I DEFEAT THE FINAL RED EMPEROR?

Now that you have the Bracelet, you might as well put it to work. Use the Bracelet to defeat the final Red Emperor you encounter on the second trip through the game, which is described above. Look for this enemy in Stage 7. Since the range of the Bracelet's attack increases depending on the type of armor Arthur is wearing, try to have the Golden Armor when attacking his Highness. You can pick up the different types of armor and the Bracelet in any of the stages preceding Stage 7. Unfortunately, there is no easy way to defeat this beastly baron once you reach him. You should be aggressive. Attack his head as often as possible. You don't want to run out of time. On the other hand, you have to avoid taking too many hits. Try to get a feel for the monster's movements so you can avoid being hit by the fire from his middle face or jump over the laser beams that shoot out from his head. If you hold on for the win, you'll move ahead to the final confrontation versus Sardius. When attacking Sardius, you should also aim for the head. Since Sardius is so huge, however, reaching the top head isn't always so easy. Use the platforms that circle around the monster to raise Arthur to a level where you can attack the upper head. You'll have to avoid the multiple spear shots and repeat the attack several times to win.


Attack the final Red Emperor's head using the Bracelet. Without armor, you must be close.


The Bracelet's firing range is greatest if you are wearing the Gold Armor.


The massive size of Sardius requires that you jump onto a circling platform.

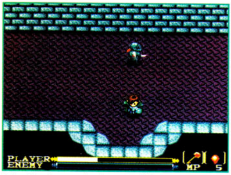

Attack Sardius in the top head while trying to avoid his damaging, multiple shots.

LAGOON

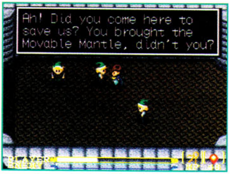
HOW DO I GET THROUGH PHILIPS CASTLE?

Scot Williams

Once you've managed to get into Philips Castle from the Elf Field, you'll have to find a way to go beyond it. Your first task is to hunt down the Key of Prison. Look for it on the first floor in a Treasure Chest. Next, search for the Gold Armor. When you find a V shaped notch in the lower wall of a room, pull on the middle of the V to open the door. Inside, you'll find the Gold Armor. Now it's time to rescue the elves from the dungeon using the Key of Prison. If you have the Movable Mantle, the elves will give you the Key of Philips, which allows you to go up to the second floor. Upstairs, look for the Large Shield. Once you have the Shield, and if you are at Level 12 or above, it is time to attack Natela, the winged lion. Wait for him to attack before using your Sword. When you win, you'll be rewarded with the Silver Sword. Outside, you'll find the Right Door leads to the Dwarf Desert.

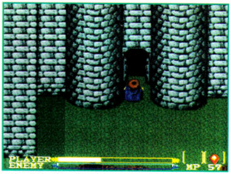


Take the door at the bottom of the screen to reach the Key of Prison.



Ah! Did you come here to save us? You brought the Movable Mantle, didn't you?

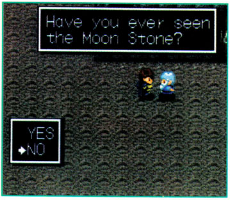
Free the elves in the dungeon and exchange the Movable Mantle for the Key of Philips.



After defeating Natela, go outside to the open door, which warps you to the Dwarf Desert.

WHERE DO I FIND THE MOON STONE?

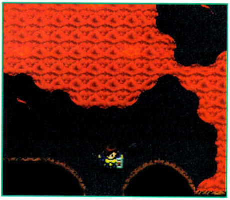
Look for the Moon Stone in the fourth section of the Dwarf Cave. Head to the right and up until you see a cave. You'll have to make several jumps over a lava lake to reach the cave entrance. Inside, on the back wall, you'll notice one stone that stands out. That is the Moon Stone. Push the Y Button to take it, then leave. Now go to the man in Denegel who asked if you had seen the Moon Stone. If you equip the Stone, he'll give you the Freezing Pot, with which you can freeze lava in order to walk on it.



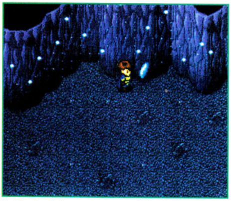
Have you ever seen the Moon Stone?

YES
◆NO

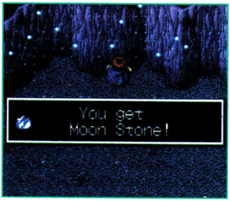
The Old Man in Denegel wanted to see the Moon Stone, which is in the Dwarf Cave.



In the fourth area of the Dwarf Cave, you'll have to cross a boiling lake of lava.

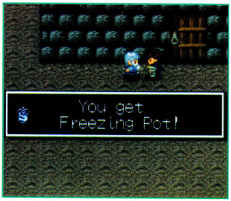


Inside the Silence Cave, you'll find an unusual looking stone in the back wall.



You get Moon Stone!

Push the Y Button on your Controller to take the Moon Stone, then Equip it.



You get Freezing Pot!

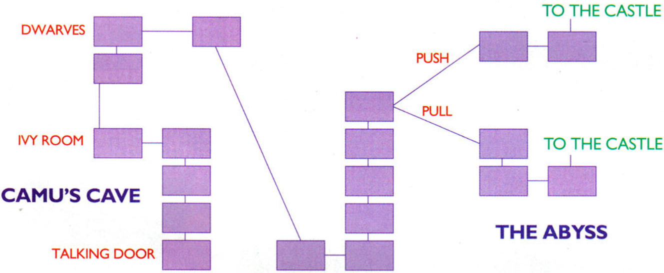
Return to Denegel and get the Freezing Pot from the Old Man.

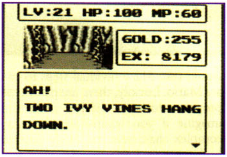
SWORD OF HOPE

HOW DO I GET INTO THE CASTLE?

Kevin Kim

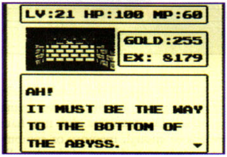
You must have the Ivy Seed to get into the Castle at the end of the game. Look for it in the room with two Ivy Vines in Camu's Cave beyond the Speaking Door. Once you open the Door using the Ring, make your way to the chamber with two Ivy Vines and use the OPEN command on the right vine. After you've collected the Ivy Seed, take the left vine. You'll find the three Dwarves. Answer their question with a YES, then move on to the right and jump down the hole to the Abyss. In the Abyss, use a boat that you find there to row along the underground river to reach the door that you can PULL or PUSH. Either choice will lead you to the Castle Gate where you'll use the Ivy Seed. The Seed grows into a tall vine that you can climb to reach the interior of the castle.





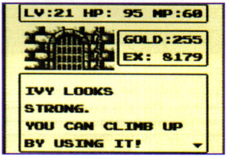
LV:21 HP:100 MP:60
GOLD:255
EX: 8179
AH!
TWO IVY VINES HANG
DOWN.

In the room with two vines, OPEN the right vine, then climb up the left vine.



LV:21 HP:100 MP:60
GOLD:255
EX: 8179
AH!
IT MUST BE THE WAY
TO THE BOTTOM OF
THE ABYSS.

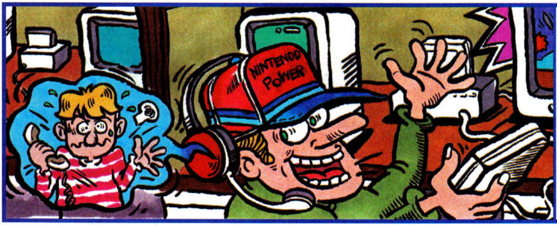
Take the hole down into the Abyss. Use the boat below to cross the river.



LV:21 HP: 95 MP:60
GOLD:255
EX: 8179
IVY LOOKS
STRONG.
YOU CAN CLIMB UP
BY USING IT!

Use the Ivy Seed at the Castle Gate. The Ivy will grow and you can climb up the wall.

WE'VE GOT YOUR QUESTIONS COVERED



WRITE TO:

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P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.

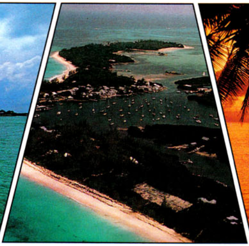
SUPER NES Technology Update

DIGITAL

Kawasaki Caribbean Challenge

Photographer Dominick Marsden and art director Steve Curran searched for the perfect shot.

The island shots will be used in the game to give a sense of place and reality to the races.



Imagine that you have a piece of grid paper with 61,440 squares on it. Then someone gives you a set of 256 crayons and tells you to create a picture by filling in the squares, one square at a time, with one color per square. That's basically how video game images used to be created using character blocks. Now imagine taking a photograph of the image you want in your game. You slip the photo into a digital scanner, push a button and after a minute of humming and flashing lights, a beautifully reproduced copy of the photo appears on your computer screen. That's how you create a digitized image for the Super NES. The difference is as dramatic as that between the person who spends hours or days painting a scene and the person who snaps a photograph in a fraction of a second. The use of digitized images is easy, and the result more closely matches the real world. Welcome to the digital age.

In the world of video games, information has always been stored digitally (or by using numbers), but until recently, programmers did not have access to enough memory or computing power to make use of the digitally reproduced pictures that mirror reality. The pictures that they created, although stored in digital form, were often limited in detail because it was so time-consuming to create pictures in the traditional manner using screen characters, which are blocks of eight-by-eight dots. For instance, the figure of Mario in Super Mario Bros. was created with simplicity in mind, but even so it was complex and still rather blocky. Mario consists of eight character blocks, and each block contains 64 color dots. Someone had to program the correct color for every dot, just like the hypothetical situation with the grid paper and crayons. Since the Mario figure has 64 dots in each of eight characters, it would take 512 individual steps to create Mario. Luckily, there are paint-type programs to make the job easier. But imagine if you wanted bigger, more complex characters and richly detailed backgrounds. Little wonder that programmers welcome methods for creating images that don't require such tedious labor.

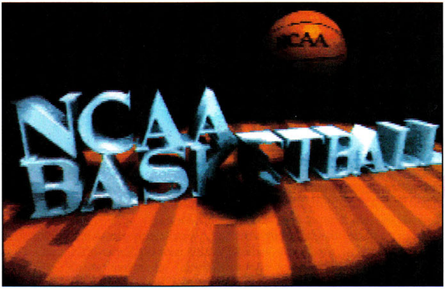
Kawasaki
Team Green Center

The blue background can be deleted from the image once it is digitized, leaving only the bike and model.

POWER

SUPER NES Technology Update

NCAA Basketball

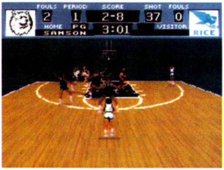

NCAA
NCAA BASKETBALL

Digitized pictures are pixel-by-pixel representations of actual photos or frames from a motion picture. The process goes something like this. When a picture is placed in a scanner, photo detectors sense the color at every location on the scanning plate. For each location, the scanner assigns the color a number. When you combine all the numbers for every location covered during the scan, you will have the raw data to create a digitized picture. The process is similar to our grid paper idea, but imagine now that each of those 61,440 squares had a number in it. Each number represents a color, as in a color-by-numbers picture. You must fill those thousands of color blocks using your 256 colored crayons. Of course, the Super NES can accomplish this task in a fraction of a second, and that's what allows programmers to use digital images to create ever more life-like games. Like they say, a photo doesn't lie. Or does it?

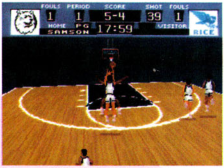
When you see a digitized image in a Super NES game, you might think everything on the screen is a single picture, something like a movie, which was filmed all at once on a set. Think again. The ball players in Sculptured Software's NCAA Basketball, for instance, are digitized figures, but the court and scoreboard are created from backgrounds and standard character blocks. What you are really seeing is not one picture, but thirteen. Each of the ten digitized players is an individual picture. The court is a background screen, which rotates using Mode 7. The ball itself is another digitized image, and the scoreboard exists like a window, completely separated from the rest of the screen.

So how did this conglomeration of images get put together? The design team at Sculptured Software took pictures of a model going through all the motions that occur in basketball, from dribbling the ball to slam dunks. Once they had the pictures, they scanned them into their computer and assigned them labels so that each image could be called up for use in the game when it was required. They depicted movement through the use of sequences of images. If you push and hold the B Button when you have the ball, the sequence of images that constitute the jump shot is activated. You see the player take the ball in both hands, stretch, then leave the court as he jumps.

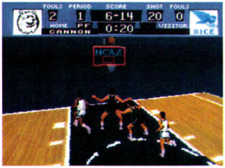
Some games use digitized images in many different ways to create a look of reality. The programmers of Gametek's Kawasaki Caribbean Challenge have gone to extraordinary lengths to get the


FOULS PERIOD SCORE SHOT FOULS
2 1 2-8 37 0
HOME PG
SAMSON
3:01
VISITOR
RICE

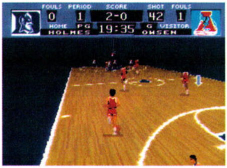
The image for the jump shot set up begins the jump shot sequence.


FOULS PERIOD SCORE SHOT FOULS
1 1 5-4 39 1
HOME PG
SAMSON
17:59
VISITOR
RICE

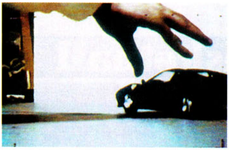
The second digitized image shows the player stretching, ready to shoot.


FOULS PERIOD SCORE SHOT FOULS
2 1 6-14 20 0
HOME PF
CANNON
0:20
VISITOR
RICE
NCAA

Once the shot is made, the player reverts to a running image sequence.


FOULS PERIOD SCORE SHOT FOULS
0 1 2-0 42 1
HOME PG
HOLMES
19:35
G VISITOR
OHSEN

In this shot, you can see five of the eight different character sizes.



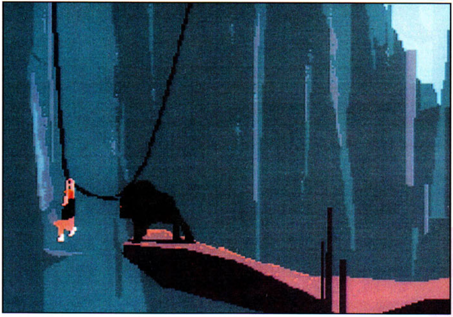
The model Ferrari was photographed, digitized, then reconstructed using an editing program.

right look for their game. Not only are the water bikes digitized from photos of actual Kawasaki racing models, but the interlude screens between races are digitized as well. Rod Humble, the project's producer, sent a cameraman to the Caribbean to shoot the different sites where the races in the game would occur. The photographer flew about the islands shooting rolls of film. In the game, these photos will appear between races. The game concept is that you are travelling from island to island and that you'll compete at each one, so the introductory photo shows you exactly what that real island looks like.

Gametek also makes use of digitized photos in its Super NES game show Game Paks like Wheel of Fortune and Jeopardy. Wheel of Fortune features pictures of Vanna White (it also has Vanna's voice digitally recorded), whereas Jeopardy uses digitized photos of host Alex Trebeck. Acclaim's Super WWF also uses digitized images of celebrities.

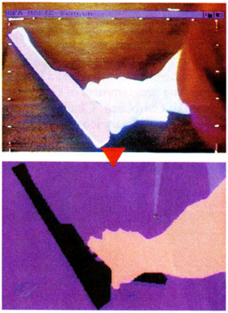
Since many games use the 3D scaling effects of the Super NES, often a single digital character won't suffice. In NCAA Basketball, there are eight sizes of each digital image. Players close by are the largest size while a player viewed at the length of the court appears tiny. According to Brian Taney, one of the team members working on the development of the game, a number of interesting bugs appeared during testing, including the scaling nightmares of different sized players—one giant, one puny—appearing in the same part of the court, and player images walking around upside down.

Out Of This World

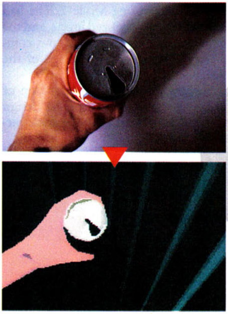


Not all digital images are created equal. Some game images look nothing at all like the original photos from which they were taken. Such is the case with Lester Knight Chaykin, the hero of Interplay's Out of this World. Although the character of Lester was derived from photos of French programmer, Eric Chahi, the character that finally appeared in the game looks like the backgrounds, which weren't taken from digitized images at all. To reproduce the motion of a real human walking, running, jumping, kneeling and so forth, Eric had himself photographed and the photos digitized. Once in the computer, the image was traced using a paint-type program to create the final game version.

Similar techniques are used to enhance or alter digitized images. If you were using the photo of a friend in a game, you might want to give him a mustache or turn her hair from brown to purple. Such altered figures appear in several games, including Super Battletank and F1 ROC. The images used by Absolute and Seta in certain parts of these games contained the likenesses of famous people. In order to use the

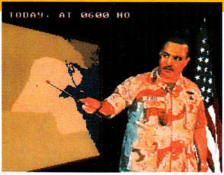


Eric Chahi of Delphine Software used many models, including himself, when creating images for Out Of This World.

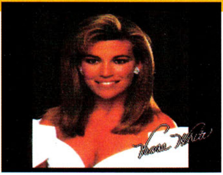


Before and after: the pistol began its existence as a digitized photograph, then became an object in the game.

Even a simple object such as a soda pop can becomes a dramatic prop in Out Of This World.



The model for this image came from an actual Gulf War briefing, but the programmers altered the image.



Not only did Gametek use the image of the star of Wheel of Fortune, they also used Vanna's voice in the game.

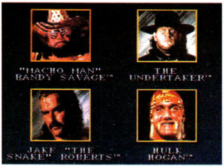
images, the programmers had to alter their appearances.

Another major consideration for programmers is that many digitized photos contain too many intricate details and too many colors to be displayed at one time on the Super NES. In order to work within the parameters of the system, they will clean up the image, removing excess colors. In WWF Super Wrestlemania, great care was taken to preserve the look of the wrestlers' uniforms, but small details had to be left out. Since the Super NES works with a pallet of 256 colors that can be displayed at one time, any colors in a digital image beyond that number must be altered.

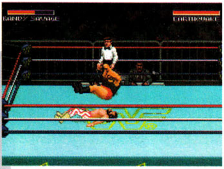
Not all of the visual tricks take place in the computer, though. In Kawasaki Caribbean Challenge, the water bikes were all photographed in the studio, not in the sea. Photographs were taken of the bikes with different riders and tilted at different angles—the angles that a real bike would pass through during turns. A total of 32 digital images were made of each bike. Special care had to be taken to light the bikes in precisely the same way. This extra effort was necessary because the different bikes can appear together during races. If the colors and patterns of light and shadow were different on individual bikes, those differences would be readily apparent when the bikes were placed against identical backgrounds, which is exactly what happens during a race.

So if digitized images look so good and are so much easier to create than more traditional images, why isn't everything digitized? The answer has to do with memory capacity of Game Pak ROMs. Currently the largest Super NES game memory belongs to Street Fighter II with 16 megabits. A single digitized screen, however, can use up almost half a megabit of storage space, and that has limited the use of digital images so far. With the advent of CD ROM, much more digitization will be used in future games. The CD ROM format will allow hundreds of digitized images, digitized sound, music and voices, and in some games you'll even see video or film sequences digitized.

Where the portrayal of reality is concerned, as in sports games or games based on movies or real events, the future certainly belongs to digital applications. Even puzzle games and animated games benefit from digitized sound and images. The new technologies like CD-ROM, and the sophistication of programming are moving video games toward the point where very soon you'll be playing games that are indistinguishable from live TV broadcasts, except that you will be in total control.

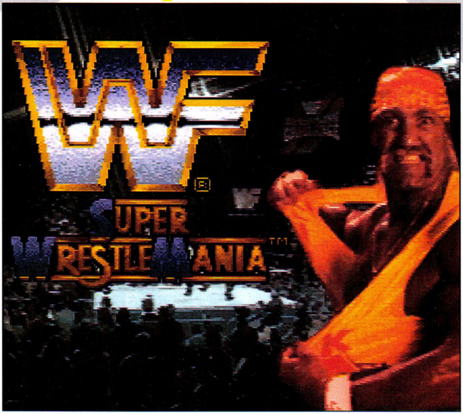


Digitized images of stars like these give Acclaim's video game the feel of really being a part of the action.



The characters in WWF Super Wrestlemania are not digitized, but they are derived from digitized video footage for better animation.

WWF Super Wrestlemania



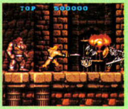
Magic Sword™

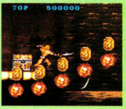
©1990, 1991 Capcom

What unnamed horror waits at the top of Drokmar Keep? You'll have to pass through more than 50 stages of Capcom's Magic Sword to find out. This is the same great action game that debuted in the arcades, only now you have extra game options plus a stage select for the lower levels.

THE WARRIOR

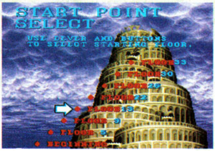
The Warrior, your main hero in the tower, wields a magic sword and casts powerful spells. He must find the evil Blackorb and destroy it to save the world.





THE TOWER OF TERROR

By freeing captive Helpers from dungeon cells and winning powerful weapons and magic, the Warrior ascends the tower step-by-step. Set between himself and the final menace at the top of the tower are a host of monsters, undead ghouls, evil warriors, magicians and dragons. Luckily, each stage is short. Some items discovered along the way boost your failing reserves. Many Treasure Chests reveal Keys and other items, but some are traps. Also beware of the Guardians who hold the swords of power. You cannot move forward unless you defeat these mighty foes and take their swords.

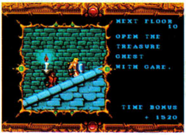


START POINT SELECT

USE LEVER AND BUTTONS TO SELECT STARTING FLOOR.

- FLOOR 33
- FLOOR 30
- FLOOR 26
- FLOOR 22
- FLOOR 13
- FLOOR 9
- FLOOR 5
- BEGINNING

Use the Stage Select to skip the lower half of the tower. You can also set your level of difficulty.

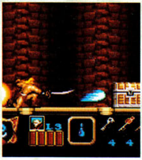


NEXT FLOOR 10

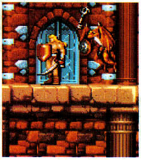
OPEN THE TREASURE CHEST WITH CARE.

TIME BONUS + 1520

After each stage is cleared, you'll climb to the next higher stage and even more danger.



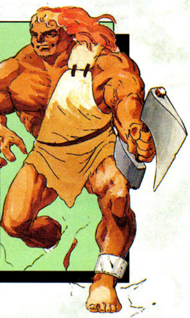
Chests contain Keys, Power-Ups and other items. Some hide traps. The contents appear at random.



The steel doors indicate the end of a stage. Use a Key to open the door and move on to the next stage.

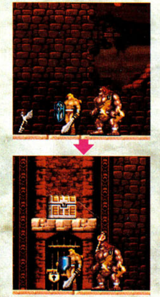
BIG MAN

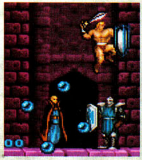
This neanderthal throws a boomerang axe. His strength and stamina are legendary, but he isn't a powerful user of magic spells.



KEYS TO SUCCESS

Use the Keys found in Chests to open the dungeons and free one of eight different Helpers. The Helpers range from the brutish Big Man to the cunning Wizard. Each one has several attack modes using weapons and magic. Some of the Helpers, like the Thief, have even more special abilities. You can switch from one Helper to another along the way, but you'll have to learn which Helper is best suited for each stage. Always take a Helper with you to battle the Guardians.

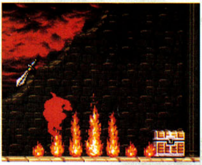




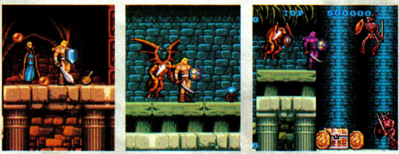
If you unlock the dungeon and find a Helper you don't want, move on to the next door. Unlike Treasure Chest items, Helpers always appear in the same place.

TREASURES AND TRAPS

Most of the Treasure Chests contain useful items such as Keys, Food, Magical Items, and Power-Up Hearts, but some of the Chests trigger a hidden trap that blasts you with fire or unleashes a hail of stones. Invisible Chests are discovered automatically by the Thief if he is traveling with you. Since the contents of a Chest appear at random, you must always be careful when opening them.



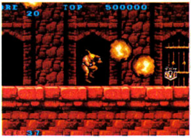
Most chests have useful items, but always beware of traps like this fire.



Every time you open a Chest, you run the risk of stepping into a trap. To be safe, stand to the side when you open the Chest.

ALLIES IN THE TOWER

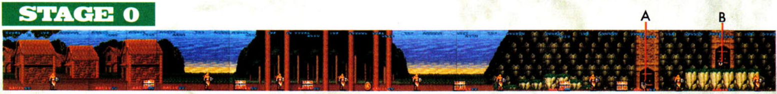
Although the Warrior can bulldoze his way through most of the lower stages on his own, you'll find that Helpers greatly increase your chances of success. Not only do you increase your firepower by having a two-character party, you often gain extra abilities such as the use of the defensive bubble of the Cleric or the back-fire shot of the Lizardman. One of the Helpers is usually best suited to a stage. Use the maps to choose which Helper you'll take with you.

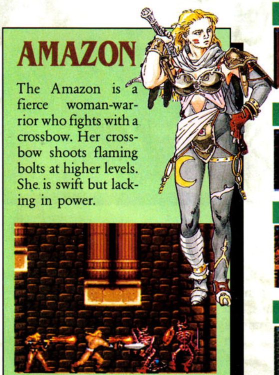


Not all dungeons contain Helpers. Sometimes you'll open a door and be attacked by Skeletons or other creatures. Check the maps.

KEY	
B	BIG MAN
A	AMAZON
K	KNIGHT
N	NINJA
W	WIZARD
C	CLERIC
T	THIEF
L	LIZARDMAN

STAGE 0

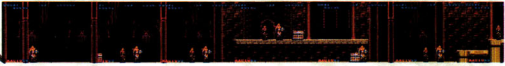




AMAZON

The Amazon is a fierce woman-warrior who fights with a crossbow. Her crossbow shoots flaming bolts at higher levels. She is swift but lacking in power.

STAGE 1



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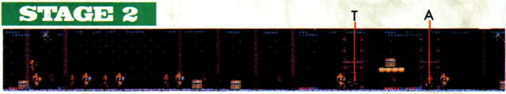

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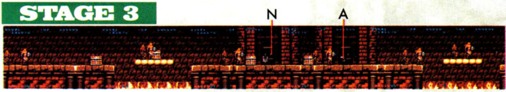
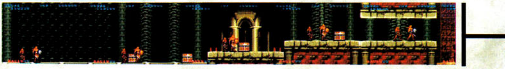
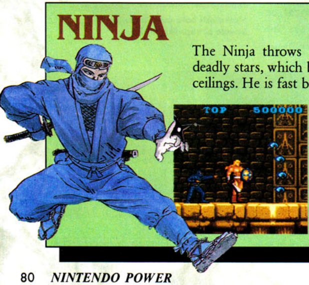


STAGE 4

TO GUARDIAN ▶

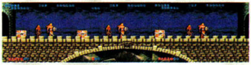




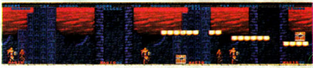
NINJA

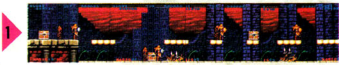
The Ninja throws a volley of two to five deadly stars, which bounce off the walls and ceilings. He is fast but not terribly powerful.

STAGE 5



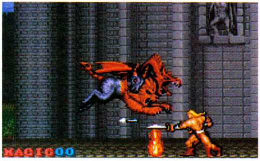
STAGE 6

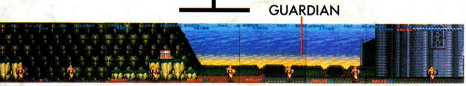


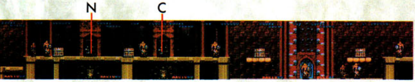


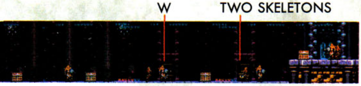
MANTICORE

The Manticore consists of the body parts of many beasts, but it has just one purpose. Duck under it when it jumps and watch out for its breath of fire that spreads along the ground.



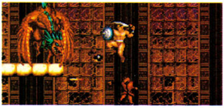


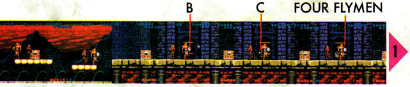




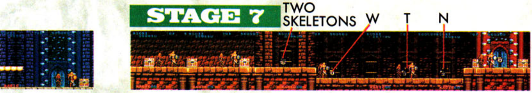
DRAGON

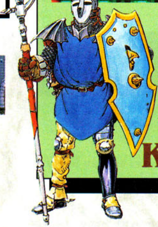
This Guardian says that it is of the line of the Great Dragon. It flies back and forth. Like most dragons in the tower, it shoots blue fire. Kneel to attack it.





STAGE 7



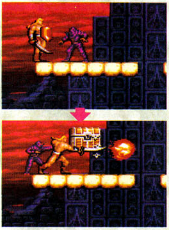


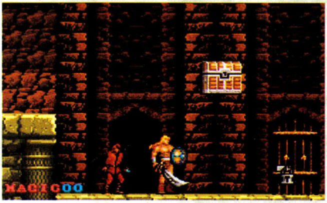
The Knight is armed with a spear and proves himself to be one of the strongest Helpers, but you won't find him until the 9th Stage.

KNIGHT

INVISIBLE CHESTS

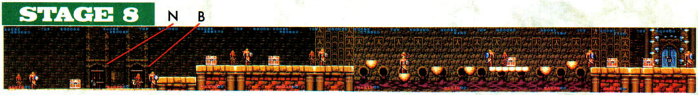
These Invisible Treasure Chests are hidden throughout the tower, but unless you know how to find them, it will be as if they never existed. You can take the Thief along so the Invisible Chests will appear automatically. Alternately, you can swing your sword in the air and if it hits an Invisible Chest, the Chest will appear.



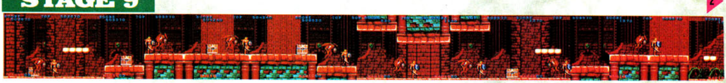


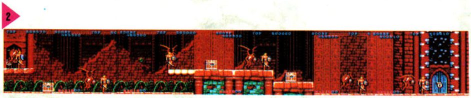
If the Thief has joined you, you'll automatically find the Invisible Treasure Chests just by passing them. Without the Thief, finding the Chest is difficult.

STAGE 8



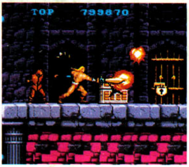
STAGE 9

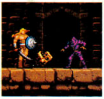




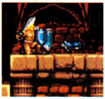
MAGIC ITEMS

Many of the Treasure Chests contain Magic Items that can be useful to your Party during battle. Other Magic Items can destroy all enemies on the screen or give you temporary invincibility.

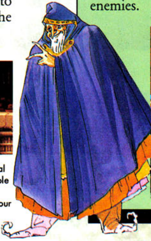




Possession of the Scroll increases the likelihood of receiving items from defeated opponents.

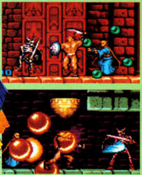


If you have the Crystal Ball, you'll find Invisible Treasure Chests even without the Thief in your party.

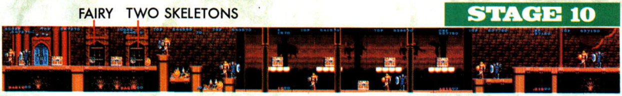


WIZARD

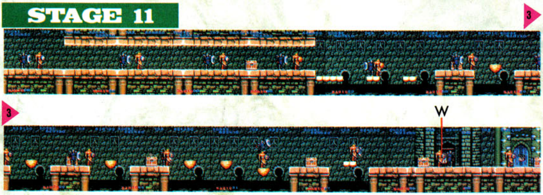
His attack is powerful, but his body can't take much abuse. His lower level magic consists of spinning orbs. Use the Wizard's upper level magic to bowl down groups of enemies.



STAGE 10

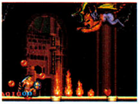


STAGE 11

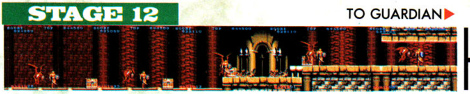


MANTICORE

This second Manticore behaves the same as the first. By staying close to the monster, you'll avoid its flaming breath. Use magic to attack it in the air.



STAGE 12

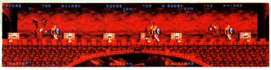


Magic Sword

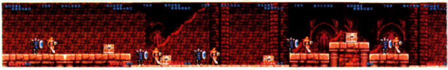
DROKMAR KEEP: THE UPPER FLOORS

As you climb ever higher in Drokmar Keep, more enemies will assail you and your ally. At this point, the choice of an ally becomes more important. When you haven't visited a stage before, take a Helper with a potent attack such as the Wizard or Lizardman. Move quickly, avoiding damage whenever possible, and open all Treasure Chests that you pass.

STAGE 13



STAGE 14



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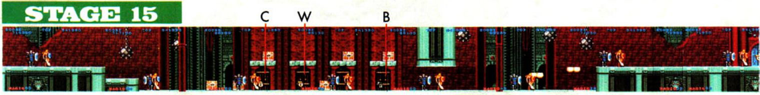
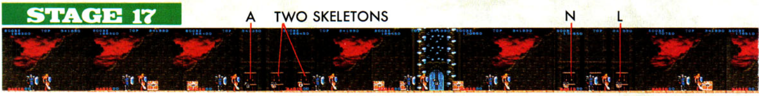
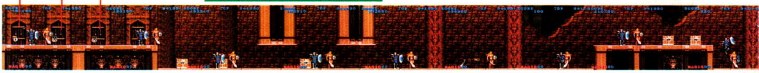


STAGE 17



STAGE 18



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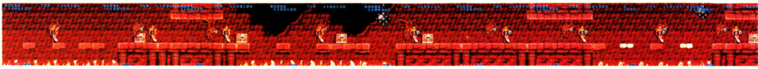

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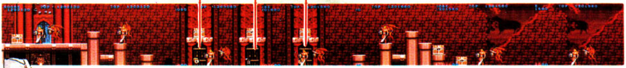

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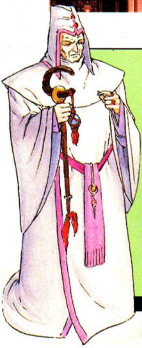
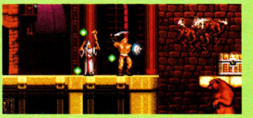


CLERIC

The Cleric may be the most useful ally when fighting Guardians. If the Warrior kneels in the Cleric's protective blue halo during attack, neither will suffer damage.



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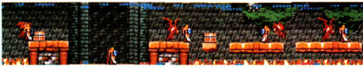

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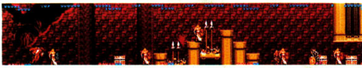

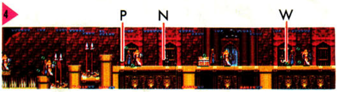

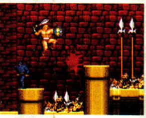

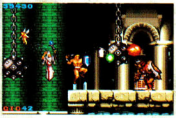

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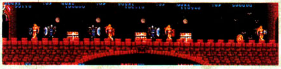

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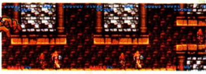

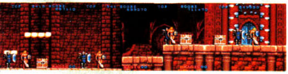

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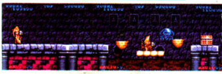

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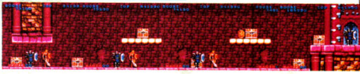
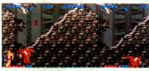
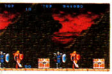


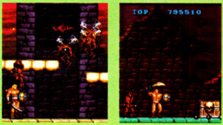
STAGE 2



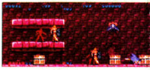


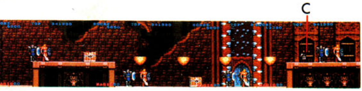
THIEF

The Thief uncovers hidden Treasures and Traps. His skill can save the Warrior much injury. In the upper levels, the Thief's bombs shoot upward and spread out.



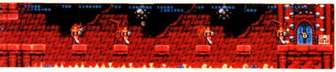
STAGE 3





DROKMAR KE

Is there no end to this to
and fight until the Blacl
action. The Warrior and
levels, and you'll contin
enemies, however, have



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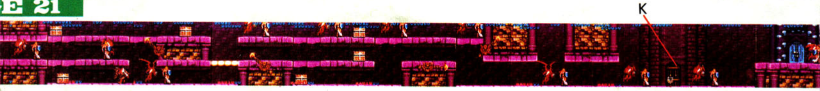
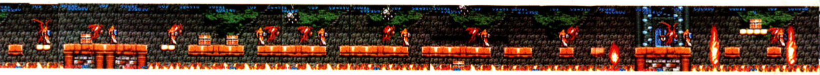
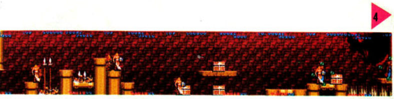
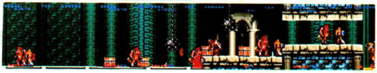






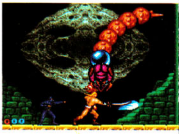
STAGE 24

TO GUARDIAN ▶

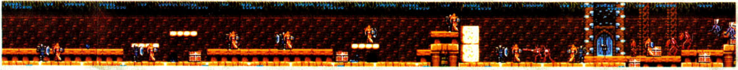


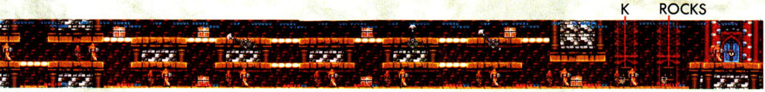
TWIN SERPENTS

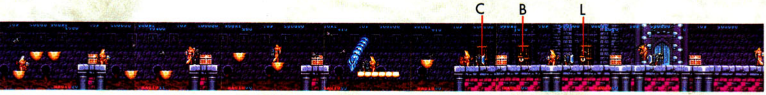
The Twin Serpents circle slowly through the air around and about their chamber. They attack only by touching you. The ledges provide no protection. Strike the Guardians on the blue orb to damage them.



STAGE 26







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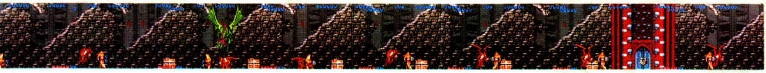

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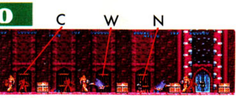
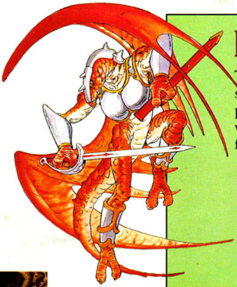


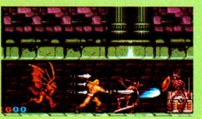
EP KEEPS GOING UP

wer? Stage after stage, you must continue to climb
korb has been destroyed. There is no letup in the
his allies increase their attack abilities in the upper
ue to collect even more powerful swords. The
also grown in strength and numbers.



LIZARDMAN

The Lizardman has superior strength, speed and attacking power, but you have to bribe him with a Diamond Ring in order for him to become your ally.



DRAGON

STAGE 36

The keeper of the Great Sword is another dragon that attacks with blue lightning as it flies back and forth.

MANTICORE

STAGE 49

The Manticore has waited ages for a sacrifice. It leaps and throws flame like its predecessors lower in the tower.

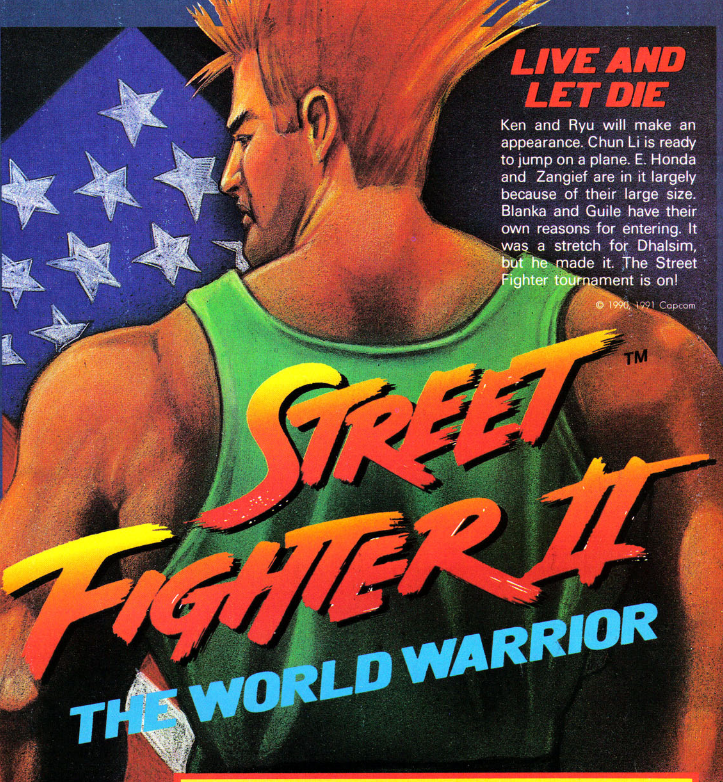
LORD DROKMAR

STAGE 50

You've climbed far and suffered long to get here. Now you'll have to fight like there's no tomorrow. Indeed, if you lose, there will be no tomorrow.

WINGS 2
ACES HIGH
TM
COMING SOON FOR YOUR SUPER NES

TM&©1992 Namco Hometec, Inc.



LIVE AND LET DIE

Ken and Ryu will make an appearance. Chun Li is ready to jump on a plane. E. Honda and Zangief are in it largely because of their large size. Blanka and Guile have their own reasons for entering. It was a stretch for Dhalsim, but he made it. The Street Fighter tournament is on!

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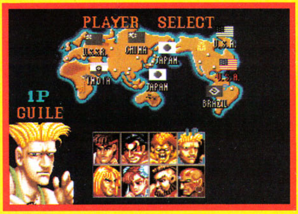
STREET FIGHTER II™

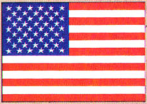
THE WORLD WARRIOR

A GLOBAL BATTLE!

Eight of the world's best fighters have been accepted into the legendary Street Fighter competition by Capcom USA. They will go head-to-head against each other plus four other martial arts masters. The anticipation for this event is running extremely high!

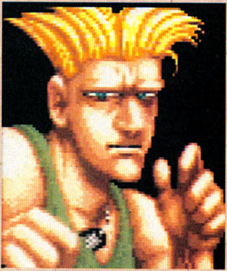


SUPER NES



GUILE

WATCH THE HAIR, MAN!

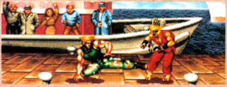


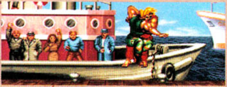
A former member of the United States Special Forces, Guile entered the Street Fighter competition to go after a man known only as M. Bison. Guile will certainly have his work cut out for him. However, with his combination of Special Forces fighting techniques and Southern street smarts, Guile may have just what it takes to reach M. Bison, the final fighter. It appears that Guile has taken his weight-training very seriously. He's extremely buffed up!

Birthdate: 12-23-60
B49" W33" H35"
6'1" 191 lbs.
Blood Type: O

PLAY AS GUILE

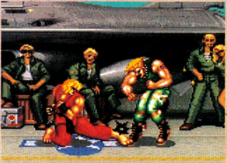
Hand-to-hand military combat training requires soldiers to become equally adept at using their arms and legs. Guile has extremely quick hands and can throw several short jabs per second. He also has some devastatingly fierce kicks in his extensive bag of combat tricks. Use the Somersault Kick against an opposing fighter if time permits.





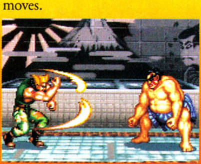
PLAY VS. GUILE

From his experience with breaking the sound barrier while flying fighter jets, Guile learned how to control his body to create a "wave" of sound. His "Sonic Boom" is hard to defend against, but anticipating it and then jumping over the wave is the best strategy. Ken and Ryu can defend against Guile's Somersault Kick by executing a Shouryuken.

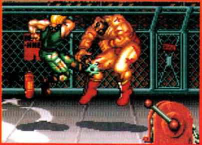


TECHNIQUE FILE

The "Sonic Boom" attack and Somersault Kick are Guile's best moves.



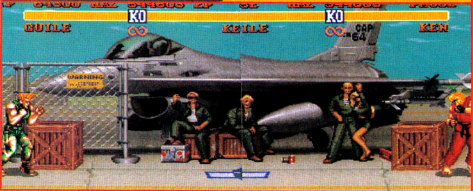
To execute a "Sonic Boom," hold Down and Left on the Control Pad for about two seconds and then press Right and a Punch Button at the same time. A wave of sound will fly from his hands.

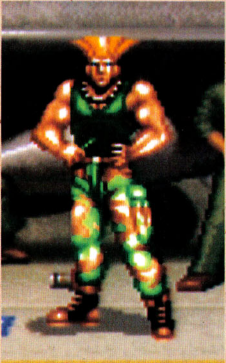


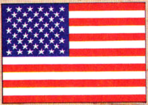
The Somersault Kick, or Flash Kick, can be accomplished by holding Down on the Control Pad for about two seconds and then pressing Up and kicking at the same time. It's fairly easy to do.

MILITARY BASE

Guile is stationed at a U.S. military base somewhere in the Southeast. Several of his Armed Forces buddies are on hand to cheer Guile to victory.

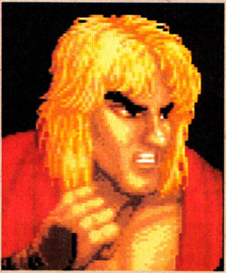






KEN

STRAIGHT FROM THE OLD SCHOOL

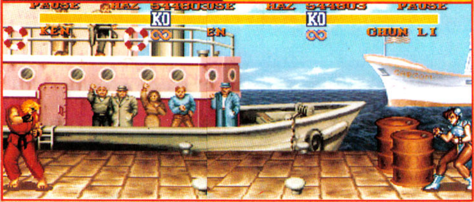


An American from the northeastern region of the U.S., Ken studied martial arts in Japan along with fellow student Ryu. Having perfected their skills under the same instructor, Ken and Ryu are very much alike in their abilities and techniques, although Ken may have a slight edge in sheer power. An extremely potent combination of strength, speed, technique and finesse makes Ken one of the most well-rounded fighters in the tournament.

Birthdate: 2-14-65
B45″ W32″ H34″
5′10″ 169 lbs.
Blood Type: B

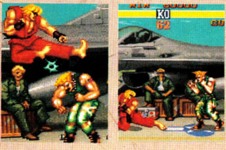
ON THE DOCKS

Ken's hometown lies on the banks of a major river. He'll meet the Street Fighter challenge on the dock in front of a ship which has just arrived.



PLAY AS KEN

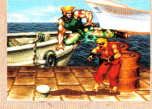
If you are a newcomer to the Street Fighter scene, Ken is a very good choice of fighters to start off with. He is fairly easy to control and his moves are probably the most recognizable to someone familiar with karate. Ken is a good jumper and has good leg strength, so executing jumping kicks is a safe bet.



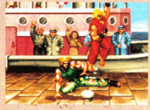
A Flying Kick and a quick Slide Kick are both excellent offensive and defensive moves. Ken can execute these and other similar moves with the greatest of ease.

PLAY VS. KEN

When Ken is descending from his powerful Shouryuken move he is the most vulnerable to counter-attacks. A well-timed, well-placed kick or strong punch will most certainly double Ken over and cost him precious energy.



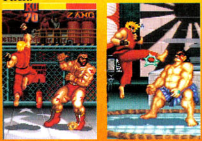
Ouch! That one hurt. A quick kick will stun Ken and send him reeling.



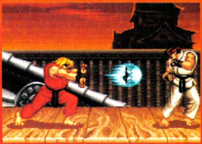
Put some serious pain on Ken when he descends from one of his Shouryukens.

TECHNIQUE FILE

Ken knows several very impressive karate moves: the Ha dou ken, Shouryuken and the Hurricane Kick.



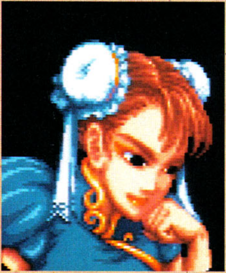
Press Right, then Down, then Down and Right at the same time while pressing a Punch Button for the Shouryuken. For the Hurricane Kick, press Down, Down and Left, then Left with a Kick Button.



Ken shouts out "Ha dou ken" and a blue fireball flies across the screen when you press Down, Down and Right, then Right plus a Punch Button.

CHUN-LI

THE WORLD'S STRONGEST WOMAN

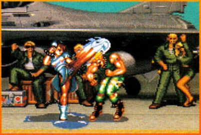


Chun Li has been in training since she was a youngster growing up in her native China. The moniker of "The World's Strongest Woman" has been given to her by many martial arts experts and instructors in her home country. She has something to prove to the rest of the world and she also has revenge on her mind. M. Bison will be the target. Chun Li's jumping ability, foot speed and agility are simply unrivaled by her peers...and they know it!

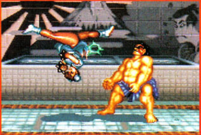
Birthdate: 3-1-68
B35" W23" H35"
5'8"   ? lbs.
Blood Type: A

TECHNIQUE FILE

Since Chun Li's kicks are her best form of attack, she should be in a position to use them most effectively—in the air! Practice kicking an opponent while you are landing on them. By pressing a Kick Button as quickly as possible, Chun Li's foot will move so fast it becomes a blur. This is the Lightning Kick. Several quick hits can be scored with this powerful kick.



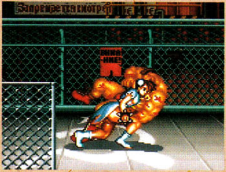
By pressing any Kick Button rapidly, Chun Li will unleash her Lightning Kick. The drawback of this kick is that it takes her a second to recover from it.



To make Chun Li execute the Inverted Hurricane Kick, press Down on the Control Pad for two seconds and then press Up and a Kick Button at the same time.

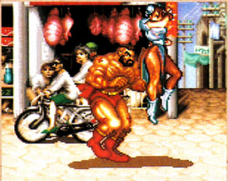
PLAY AS CHUN LI

Use Chun Li's speed and agility to set up your opponents. One of her favorite tricks is to jump over an unsuspecting opponent and then attack them from the back. Chun Li's Lightning Kick is aptly named—it's as fast as lightning! Use it whenever possible.



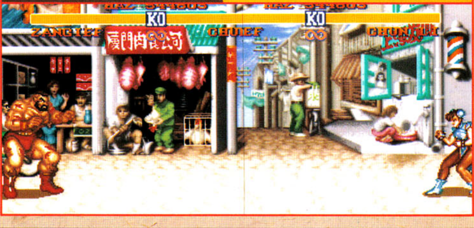
PLAY VS. CHUN LI

To counter Chun Li's speed, your character must quickly anticipate her moves and act accordingly. She will try to attack when she's in the air, so move away from her when she jumps. Don't even think of confronting her when her Lightning Kick is in effect!



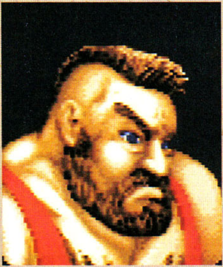
CHINESE MARKETPLACE

Chun Li chooses to host her battles on a street in the very same neighborhood where she grew up. Some of the onlookers are members of her family.



ZANGIEF

A SOVIET BEAR WRESTLER

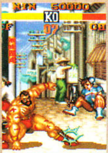


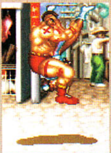
Zangief is power personified. This hulking Soviet has never met a grizzly bear which he couldn't defeat in a wrestling match! His many scars are a visible testament to multiple meetings with the ferocious beasts. Zangief's speed doesn't even come close to matching his strength; he's very slow. However, the nature of street fighting requires a competitor to be near their opponent, so Zangief's not too worried.

Birthdate: 6-1-56
B64″ W50″ H59″
7′0″ 256 lbs.
Blood Type: A

PLAY AS ZANGIEF

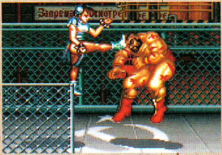
When Zangief was wrestling grizzly bears he found that if he held them tightly they couldn't use their claws to fight back. If you manage to move Zangief in close to an opponent he'll be able to grab them and use one of his crowd-pleasing wrestling moves to slam them to the ground. Zangief also likes to trip up his opponents before moving in.





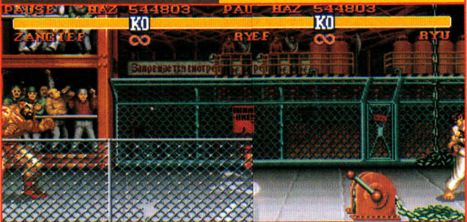
PLAY VS. ZANGIEF

One of the best defenses to use against Zangief is a strong kick to his mid-section when he is approaching you. Make sure to kick him before he gets too close or he may grab you and throw you down to the ground. Duck down when he throws his Spinning Clothesline punches to avoid them. Hit him with an uppercut when he's finished spinning.



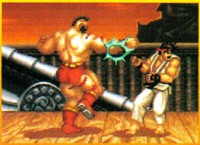
SOVIET FACTORY

When Zangief isn't wrestling bears or pumping iron, he works in this Soviet factory. His fanatical comrades are in the background to offer their support.

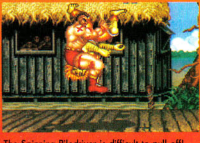


TECHNIQUE FILE

Using Zangief's powerful arms accurately is the key to his success.



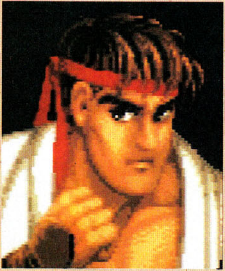
By pressing the three Punch Buttons simultaneously, Zangief will spin around wildly with his outstretched fists flying!



The Spinning Piledriver is difficult to pull off! When Zangief is near a rival, use a circular motion on the Control Pad while pressing a Punch Button.

RYU

A VERY WELL-ROUNDED FIGHTER

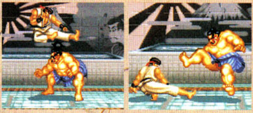


Ryu is a very focused fighter. The only thing he truly cares about is winning. He and Ken have dueled many times, especially when they were in training together. They were good friends in Japan, but have grown apart since Ken moved back to the States. Ryu is a bit older than Ken and he may be slightly quicker. Ryu loves to surprise his rivals by unleashing several lightning-fast moves in succession. His precise technique allows him to recover very quickly.

Birthdate: 7-21-64
B44" W32" H33"
5'10" 150 lbs.
Blood Type: O

PLAY AS RYU

Ryu can and will attack any part of his opponent's body at any time. The Shouryuken and rapid jab punches are some of his specialties. If timed correctly, the Shouryuken is one of the most powerful moves any fighter can hope to possess. Like Ken, Ryu loves to use the Flying Kick to fend off attacks.



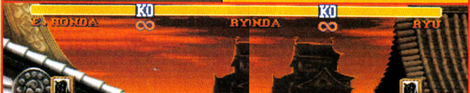
Use a Flying Kick or Low Sweep Kick to back an opponent up to the edge of the screen. This puts them in a defensive mode.

PLAY VS. RYU

Ryu is susceptible to a great amount of damage if he is hit after attempting a Shouryuken. This is why timing is so important when defending against this powerful move. If Ryu misses with the Shouryuken, move in quickly and attack. Ryu will often throw several Ha dou ken's in succession. Back up and jump over the fireballs to avoid them.

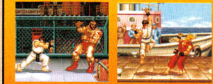
OUTSIDE OF THE DOJO

Ryu trains so much, he literally lives in his dojo! A special fighting platform has been constructed for the Street Fighter competition, though.

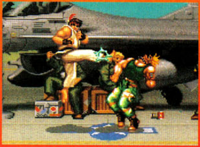


TECHNIQUE FILE

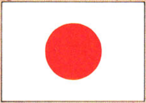
The consummate karate expert, Ryu dazzles with his fantastic moves.



Ryu executes the Ha dou ken and the Shouryuken using the same controller motions which Ken uses for these moves. It makes sense that they use the same technique because they had the same instructor.

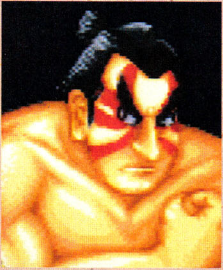


Ryu shouts the words "Tatsu maki sen puu kyaku" when he goes into his Hurricane Kick. Here again, use the same controller motions Ken uses for this move.



E. HONDA

SUMO WRESTLER EXTRAORDINAIRE!

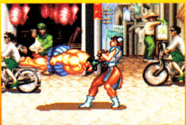


Does the E stand for Enormous? Quite possibly. E. Honda is the heftiest competitor in the Street Fighter competition. His hulking body is both an asset and a hindrance. He can withstand a lot of abuse, but is slow of foot. E. Honda is what all Japanese Sumo wrestlers aspire to be...the best. He thinks that it's only natural for a Sumo wrestler to become the world's greatest fighter. This watered-down theory may be the result of taking too many hot baths!

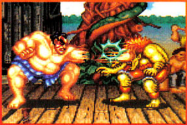
Birthdate: 11-3-60
B83" W71" H83"
6'2" 304 lbs.
Blood Type: A

TECHNIQUE FILE

E. Honda has a few very quick attacks, despite his immense size.



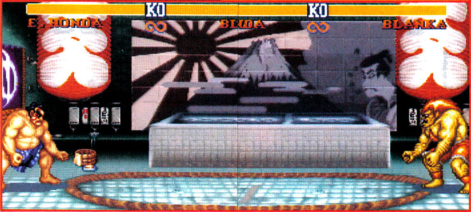
Hold Down and Left for two seconds then press Right plus a Punch Button to execute a Flying Sumo Head Butt.



By tapping any Punch Button rapidly, E. Honda shows his opponent the powerful Hundred Hand Slap. Stay away!

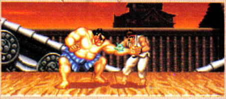
JAPANESE BATH HOUSE

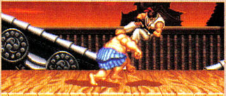
Step into the ring with this champion Sumo wrestler and you're in for the fight of your life. E. Honda likes his privacy, so there are no spectators here.



PLAY AS E. HONDA

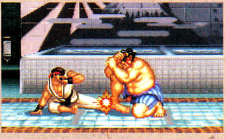
Don't waste any time when using E. Honda as your fighter. Move right in and go for the big moves. The mighty Hundred Hand Slap and Body Tosses are E. Honda's specialties. E. Honda is good at recovering quickly if he's knocked down.



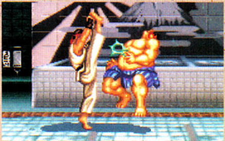


PLAY VS. E. HONDA

If you try to jump over E. Honda, he is likely catch you with an Overhand Chop. Chun Li is the only character who seems to have any luck jumping over him. One of his favorite moves is to block your attack and then quickly use one of his Sumo Head Butts. Use a Sliding Kick to knock him off of his feet.

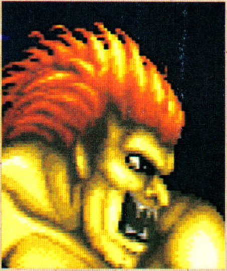


A low Sliding Kick is a relatively safe way to get E. Honda off of his feet. When he's down, go for the attack. However, remember that E. Honda recovers quickly.



BLANKA

A BRAZILIAN NIGHTMARE



When Blanka was very young, a plane he was riding in crashed in the Brazilian jungle. He was raised in the jungles by a pack of wild animals. To keep up with them, he had to move very fast. Blanka is very animalistic in his fighting tactics. He has the ability to control surges of electricity in his body. The lightning storm which caused the plane to go down is the source of this strange power. Blanka's body has been mutated from electrical surges.

Birthdate: 2-12-66
B78" W47" H68"
6'5"   218 lbs.
Blood Type: B

PLAY AS BLANKA

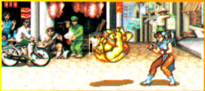
Blanka's quickness is by far his best ally. He can use fast moves to catch his opponents off guard. He has tremendous reach with his attack moves. The Scratch Attack consists of a short jump and a quick punch. It doesn't really do a lot of damage, but it's effective in backing up an approaching adversary. Blanka loves to use low attacks.

PLAY VS. BLANKA

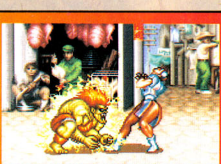
It may seem like Blanka is out of control most of the time, but that's just the way he fights. He thinks it confuses his opponents. If you want to see one of the goofiest looks ever, give Blanka a hard kick to his mid-section. His facial expression is hilarious!

TECHNIQUE FILE

Let's check out some of Blanka's extraordinary moves.



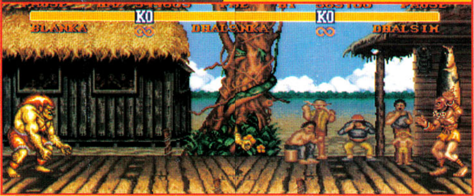
Hold Down and Left for two seconds, then press Right plus a Punch Button to execute a Rolling Attack.



Blanka has to remain motionless while he charges up his body for the Electricity Attack. Push any Punch Button repeatedly to execute this power move.

BRAZILIAN VILLAGE

Blanka likes to have an audience when he fights. He makes his way into the Brazilian village which he and his pack of wild animals avoided for so long.



DHALSIM

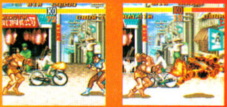
YOGA MASTER

In his battles, Dhalsim relies on a combination of intense meditation and intense indigestion caused by overdosing on his favorite food seasoning, curry.

Birthdate: 11-22-52
B42" W18" H26"
5'10" 107 lbs.
Blood Type: 0

TECHNIQUE FILE

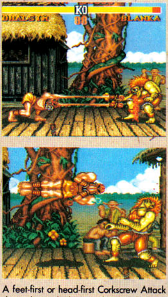
Dhalsim always eats a huge helping of raw curry before his battles. He loves the stuff. However, doing this gives him a severe case of deadly dragon breath which he uses to his advantage. He can spit out vicious blasts of fire on command! Stay clear of them.



Yoga Fire is accomplished by pressing Down, Down and Right, then Right plus a Punch Button. A Yoga Flame can be spewed out by pressing Left, Left and Down, Down, Down and Right, then Right plus a Punch Button.

PLAY AS DHALSIM

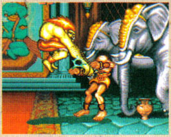
Dhalsim has studied the ways of Yoga since he was a small boy growing up in India. He is considered by many to be one of the foremost Yoga Masters in the world. His methods of attack are the most varied of any of the Street Fighter competitors. He is extremely thin. Even though we don't know her exact weight, Chun Li probably weighs more than Dhalsim. His Yoga stretching techniques allow Dhalsim to execute some staggering long range attacks. He can extend his arms and legs to almost three times their normal length. It's truly an amazing sight to behold!



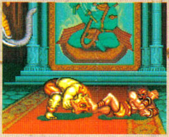
A feet-first or head-first Corkscrew Attack depends on whether a Kick or Punch Button was pressed at the height of his jump.

PLAY VS. DHALSIM

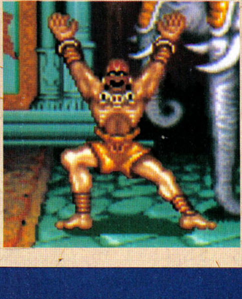
Dhalsim is not one to attack hastily. He meditates, concentrates and then initiates his attacks. When fighting against Dhalsim, take advantage of him by going in for a quick attack. Jump attacks tend to work well, although Dhalsim can defend a jump attack with a well-timed kick. Dhalsim can slide under fireballs and also slide to attack a rival. In fact, he often uses three slides in a row. Jump over him if he slides toward your fighter.



A quick attack from above can be very effective against Dhalsim. Remember to watch out for his extended limbs, though!

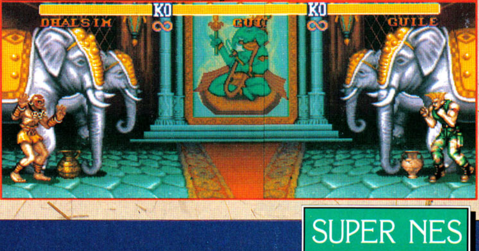


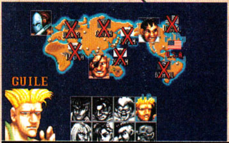
Dhalsim uses a sliding technique to his advantage. He can avoid fireballs and also knock an opponent to the ground.



EAST INDIAN TEMPLE

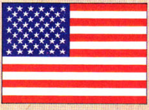
A group of elephants are the only onlookers in the temple as Dhalsim meditates on what strategies he will use on his next challenger.





THE STREET FIGHTING ELITE

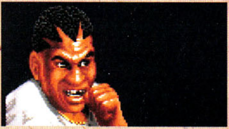
When you have taken your chosen character through the first seven fighters and have proven your fighting skills, you will be confronted with a new challenge. The Street Fighter tournament continues! Balrog, Vega and Sagat will appear on the map screen. These are the street fighting elite of the world. They all have the ability to thrash your fighter. Don't let it happen!



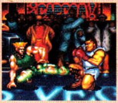
BALROG

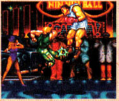
BANNED FROM THE W.B.A.

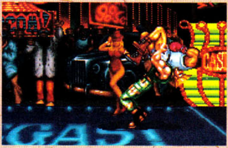
Balrog is a former World Boxing Association title holder. For reasons unknown, he became psychotic and was subsequently banned from the W.B.A. He now spends all of his time fighting on the streets and back alleys of Las Vegas.



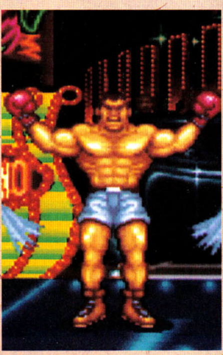
Birthdate: 9-4-68
B47" W35" H36"
6'8" 227 lbs.
Blood Type: A







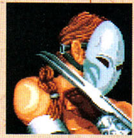
Balrog's defense isn't very good, but his crazed punching attacks will do a fighter in if they're not careful to avoid his metal-loaded boxing gloves.



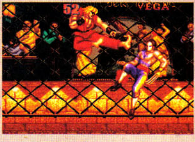
VEGA

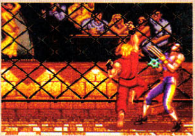
VANITY AND PAIN

Vega dishes out equal amounts of vanity and pain. It's almost enough to make a person ill. He thinks he's gorgeous. It's debatable. One thing is for sure, though, he can and will put the serious hurt on an unknowing opponent. His kicks are extremely powerful. If you plan on defeating Vega, you'll need to exhibit ultra-precise timing and finesse.

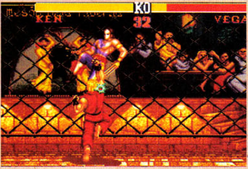


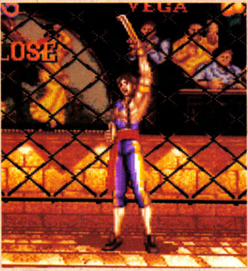
Birthdate: 1-27-67
B48" W29" H33"
6'1" 160 lbs.
Blood Type: O





Time your jumps to attack Vega when he's descending from one of his jump attacks. If he's stunned, don't hesitate to attack.

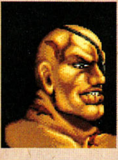




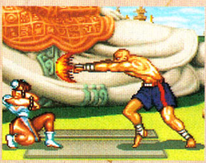
SAGAT

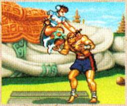
A FORMER CHAMPION

Sagat was a former Street Fighter champion, but Ryu put an end to his reign. It was an impressive victory for Ryu. The most memorable Shouryuken Ryu ever executed left Sagat with a scarred chest. This time, Sagat has vowed to get revenge against Ryu and all other challengers. His Tiger Uppercut is said to be more powerful than a Shouryuken. Is it?

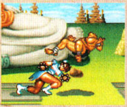


Birthdate: 7-2-59
B51″ W34″ H37″
7′5″ 173 lbs.
Blood Type: B





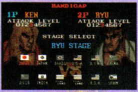
The Tiger Ball is Sagat's answer to a fireball or flame. It's created from the sheer force of his voice and fists.



Sagat is extremely vulnerable to attack when he descends from executing a Tiger Uppercut. He can easily be thrown.

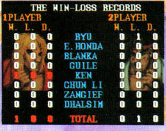
VS. MODE

Street Fighter II has an awesome two-player feature! Playing against the computer is fun, but challenging a friend is totally cool! Who will you choose?



HANDICAP
1P KEN ATTACK LEVEL 01234567
2P RYU ATTACK LEVEL 01234567
STAGE SELECT
RYU STAGE

For a handicap, a player can set the Attack Level of their fighter. You can choose any background, too!



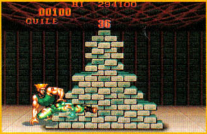
THE WIN-LOSS RECORDS

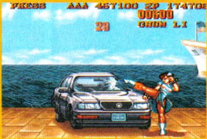
1PLAYER W.	L.	D.		2PLAYER W.	L.	D.
0	0	0	RYU	0	1	0
0	0	0	E. HONDA	0	0	0
0	0	0	BLANKA	0	0	0
0	0	0	GUILE	0	0	0
1	0	0	KEN	0	0	0
0	0	0	CHUN LI	0	0	0
0	0	0	ZANGIEF	0	0	0
0	0	0	DHALSIM	0	0	0
1	0	0	TOTAL	0	1	0

The computer will keep track of each fighter's Win/Loss/Draw record while in the VS. mode.

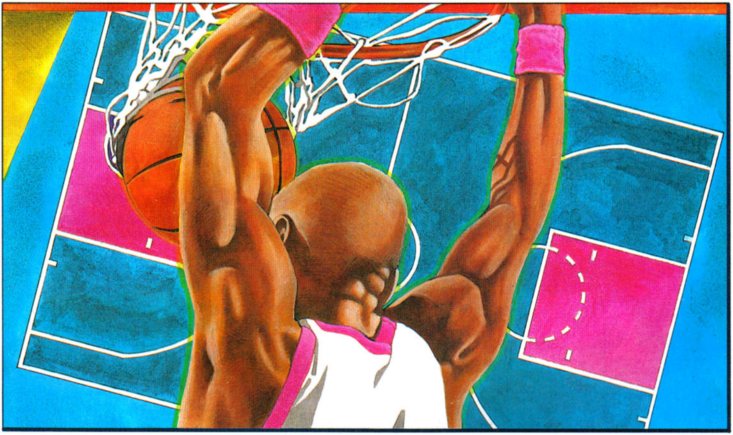
SMASH IT!

There are two bonus stages during the Street Fighter tournament. The first is presented to you after your character defeats five other fighters. The second, after you've defeated Balrog. The object is to destroy all the bricks in the first and to reduce the car to a heap in the second. You will be timed.





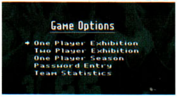
NCAA BASKETBALL



YOUR CHAMPIONSHIP SEASON

It's fast. It's hot. Your eyes will pop and your mind will spin. It's NCAA Basketball from Nintendo, and you've never seen anything like it—except the real game. Spectacular Mode 7 programming keeps your focus on the ball for a super sensation of being part of the action. For one or two players, it's the home court advantage in your very own home.

BEFORE THE TIP-OFF

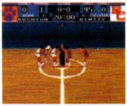


Game Options

- One Player Exhibition
- Two Player Exhibition
- One Player Season
- Password Entry
- Team Statistics

NCAA Basketball gives you plenty of options off the court as well as on the court. Play an entire season, a single exhibition game, one or two-players, or check last season's stats of your favorite team.

One-Player Exhibition	This is you against the computer. Pick your team and your opponent, then set the time length and difficulty.
Two-Player Exhibition	Go for it in head-to-head, in-your-face competition. You and a friend each choose a team, then go for it.
One Player Season	Play an entire conference schedule against computer-controlled teams. Set your sights on the Final Four.
Password Entry	Playing an entire season takes time. Passwords let you play whenever you want.
Team Statistics	Check out player stats from last year. The stats are a good indicator of a player's skills on the court.



So what happens after the Tip-off? You'll run your offense and defense using a wide range of formations that can be selected at any time during the action. What's the action? Passing, dribbling, shooting, setting up plays, setting picks, stealing the ball and blocking shots. That's just the basics. You can also change Team Options during a time-out, or substitute players who've run out of steam. It's all here.

OFFENSE

3-POINT SHOTS

Use team stats to determine which players shoot the highest percentage from the field. If their status is Fresh or Hot, shoot from the perimeter.

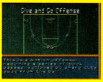
SLAM DUNKS

Stuff the ball five ways, including a Two-handed Dunk, a Reverse Slam, a Hang-time Dunk, Turnaround Stuff and a One-handed Sky Dunk.

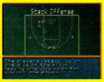
OFFENSIVE PLAYBOOK

Switch your offensive formation to get an edge on the defense.

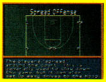
The Give and Go spreads your players around the perimeter of the court. Quick passes and cuts are necessary to find an opening or mismatch. Since most defenses concentrate on blocking the area of the Key, there is less pressure on your players with the Give and Go offense.



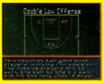
The Stack Offense "stacks" players on one side of the court. There are two main benefits. One, the "unstacked" side is open for one-on-one maneuvers, and two, you might be able to use players as picks on the "stacked" side. The downside is that it can be hard to see who's who in the Stack.



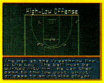
The Spread Offense puts players at four widely separated corners with the Point Guard at the top of the Key. You can use this set to kill the clock or spread out the defense. If you switch from this set to the Double Low, look for a player to come open underneath the basket.



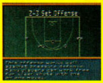
The Double Low formation places a Center and Power Forward on either side of the basket. The idea is to feed them the ball for the easy lay in or dunk. Watch out for a Three Seconds in the Key penalty, or for Offensive Charging. If the Center draws heavy coverage, shoot from outside.



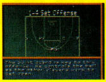
The High-Low Offense offers many possibilities, but it requires precision passing in an area that is usually congested with defensive players. The man at the top of the Key controls the play. Don't discount shooting from the free throw line. Most players will sink this shot.



The 2-3 Set Offense spreads the attack across a wide front. The idea is to keep the area under the basket relatively free of defensive players. This offense won't accomplish much against a zone-type defense, but is great against an aggressive, man-to-man defensive team.



The 1-4 Set places the Point Guard in the middle and in control of the offense. The four other players will try to break free while the PG looks to pass them the ball. It's important to make sure your passing lanes are safe (look for green or yellow indicators above the players.)



DEFENSE

STEALING THE BALL

Turnovers are the way to win big. You'll get turnovers by pressing aggressively while trying to steal the ball. The Referees are very forgiving and allow you to maul the ball handler almost at will. Press hard at every point. Never let up.

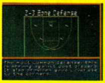
BLOCKING SHOTS

Blocking shots takes luck and timing. You have to guess when a player will shoot, then time your own jump to reject the ball. Half the battle is being in good position. Stay in your man's face!

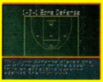
DEFFENSIVE PLAYBOOK

Choosing a defense is just as important as choosing a good offense.

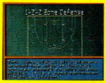
The 2-3 Zone presents a strong defense in the middle and the corners to prevent penetration to the basket. You are also well positioned to apply pressure to outside shooters. Make sure you switch to the man covering the ball handler to exert the greatest pressure possible.



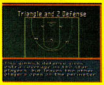
The 1-3-1 Zone Defense stacks three defensive players in the Key and works well against the High Post option of the High-Low Offense. You'll have to watch out for penetration from the corners and the easy lay in or unchallenged 3-Point shot from the outside.



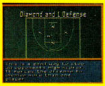
The 1-2-2 Zone works well against a team in the Spread Offense by keeping the offensive players shooting from far away. On the other hand, a good ball handler can break through the zone and into the Key where a lay in or hook shot will be easy. Always match your defense to the offense.



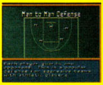
The Triangle and 2 Defense is a partial man-to-man with a triangular zone area of coverage in the middle. Use this formation to put extra pressure on your opponent's hottest players while closing down the passing lanes through the Key. If you lose your man, though, watch out.



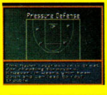
The Diamond and 1 Defense is used to shut down a single star performer by placing one player in tight, man-to-man coverage while the other four players close off the middle. This forces the offense to make use of other players. The danger is that one of them will get Hot.



The Man-to-Man defense pairs each defensive player to an offensive player. If you want hard-nosed, aggressive play, and maybe some turnovers, this is the defense to call. The danger is when you lose your coverage. The open offensive player will usually be in a great position to score.



The Pressure Defense is even more aggressive than Man-to-Man, but you will have to substitute often to keep Fresh players in the game. The benefits of the Pressure Defense are numerous turnovers, which can win you the game.



COACHING OPTIONS

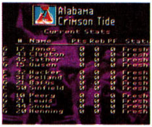
CALL TIME OUT

Call an official Time Out to rest your players, or go to the Coach's Screen to make adjustments without calling Time Out.

VIEW

VIEW GAME STATS

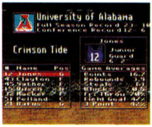
Check on player stats for the current game. It's great for comparing who's hot and who's not. Points scored, rebounds and fouls, as well as status (whether he's Fresh, Hot, Tired or Weak) are shown.



```
Alabama
Crimson Tide
Current Stats
  #  Name      Pts Reb PF  Stat
G 12 Jones      0   0   0  Fresh
F 43 Clayton    0   0   0  Fresh
F 45 Sather     0   0   0  Fresh
G 15 Owsen      0   0   0  Fresh
F 32 Hacker     0   0   0  Fresh
C 51 Pelland    0   0   0  Fresh
G 21 Bafos      0   0   0  Fresh
C 50 Sinfield   0   0   0  Fresh
G 10 Peery      0   0   0  Fresh
G 21 Lewis      0   0   0  Fresh
F 44 Snow       0   0   0  Fresh
G 20 Henning    0   0   0  Fresh
```

VIEW SEASON STATS

Season Stats are a good indicator of a player's overall ability. The Stats shown, however, are not compiled from the current season as stated in the manual. Use this screen like a scouting report.



```
University of Alabama
Full Season Record 23- 1
Conference Record12- 6
                          Jones
Crimson Tide         12   Junior
                          Guard
                          6' 2"
 # Name      Pos     Game Averages
12 Jones      G      Points      16.7
43 Clayton    F      Rebounds     3.3
45 Sather     F      Steals       1.1
15 Owsen      G      Blocks       0.5
32 Hacker     F      Fr Throw     78%
51 Pelland    C      Field Goal   47%
21 Bafos      G      3 Point      42%
```

CHANGE PLAYERS

Substitute your players when they get tired. The Change Players option lets you rotate your roster to keep them fresh.

TEAM OPTIONS

SWITCH DEFENDER ON PASS	The game automatically shifts your control to the player covering the ball handler. The often constant switching can be confusing. Look for the arrow indicator to spot your player.
DON'T SWITCH ON PASS	There's something to be said for switching between your defensive players manually. You can wait for a play to develop before switching control to the key defensive player.
FASTBREAK	If you select Fastbreak, your Guards race down court when the opponent shoots. The idea is that they will be open for the long pass if you snag the rebound.
DON'T FASTBREAK	The downside of calling for the Fastbreak is when you fail to get the rebound. Suddenly, you have two players out of position and your opponent outguns you five to three.
CRASH THE BOARDS	This option commands all of your players to try to get the rebound when you're on offense. If you grab the rebound, you'll be able to shoot again or tip in the ball.
DON'T CRASH THE BOARDS	If all your players crash the boards, but fail to get the rebound, your opponent can make an easy score, especially if he or she has selected the Fastbreak option.

WINNING STRATEGY:
YOU CAN NEVER BE TOO AGGRESSIVE ON DEFENSE

Press aggressively at all times and try to get the steal. This includes pressing in the back court when your opponent inbounds the ball. You'll make far more steals and turnovers than fouls. Press hard under the basket and try to block shots.

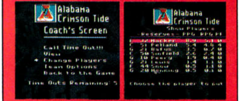
WINNING STRATEGY:
SET UP THE FINAL SHOT

It's down to the final seconds and you need time to plan your last shot. What do you do? Take the ball to half court, then call Time Out. After choosing your best shooters, inbound the ball at half court. Your best percentage shot is from the top of the Key, with the basket head on.

WINNING STRATEGY:
WORK THE BALL INSIDE

The easiest shot to make is the Slam Dunk, but you have to get the ball close to the basket. Look for the safe pass under the basket or for an open lane. Against zone defenses, you can usually get around defenders by repeatedly dribbling straight at them, then at a right angle.

WINNING STRATEGY:
KEEP THE HOTTEST HANDS IN THE GAME



```
Alabama
Crimson Tide
Coach's Screen

  Call Time Out!!
  View
* Change Players
  Team Options
  Back to the Game

Time Outs Remaining: 5
```

```
Alabama
Crimson Tide
Show Players
-Reserves-     PPG  RPG FI
F 32 Hacker    8.9  5.3 0
C 51 Pelland   5.4  4.5 4
G 21 Bafos     3.5  6.7 0
C 50 Sinfield  2.6  2.4 0
G 10 Peery     1.9  0.4 0
G 21 Lewis     1.4  1.1 0
F 44 Snow      0.5  1.1 0
G 20 Henning   0.5  0.1 0

Choose the player to put
```

Keep your players at the Hot level of play by calling Time Outs to rest Hot players and substitute Fresh players. Don't substitute your entire squad at one time. Check player status often and substitute as soon as a player becomes Tired.

WINNING STRATEGY:
USE PAUSE TO SELECT PLAYS

You can change play formations during the game by pushing the Left Button, but it can be tough to watch the action on the court and choose a play at the same time. Instead, push Start to Pause the game, then select the play you want to run.

WINNING STRATEGY:
INTENTIONALLY DRAW A FOUL TO GET THE BALL

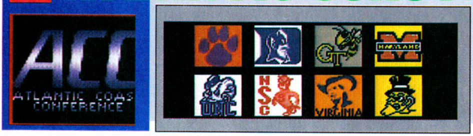
DEFENSIVE FOUL
51 PELLAND 2ND

When your opponent goes into a stalling game to use up time on the clock, you can either wait 45 seconds for the shot or you can try to steal the ball. Even if your steal attempt fails and you cause a foul, you'll have a chance at the ball. Choose the Pressure Defense.

THE CONFERENCES

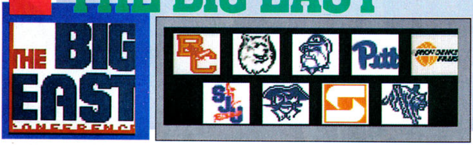
The five conferences included in NCAA Basketball compose a great cross-section of college basketball. Since the strengths of each computer team are programmed to match the actual teams (as seen over several seasons of play), you'll find the conference action closely simulates actual conference play. For example, the ACC is a real powerhouse conference. If you win there, you stand a good chance of winning the Tournament.

ATLANTIC COAST


ACC
ATLANTIC COAST CONFERENCE
GT
MARYLAND
UNC
NSC
VIRGINIA

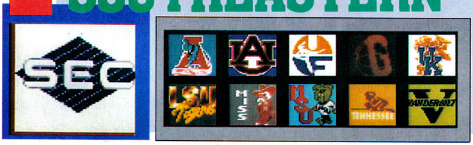
Traditionally, the ACC is one of the hottest conferences in the nation. At the top of the heap, the Duke Blue Devils are just as awesome in video form as they are in life. The Cavaliers of Virginia and both the Tarheels and Wolfpack from North Carolina play a tough game. Georgia Tech, Maryland, Clemson, and Wake Forest round out the ACC.

THE BIG EAST


THE BIG EAST
CONFERENCE
BC
Pitt
PROVIDENCE FRIARS
SJU

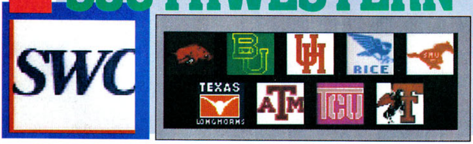
The Big East may have even more strength than the ACC. It certainly has a better balance. Georgetown, St. John's, Syracuse, Villanova, Providence, U. Conn and Seton Hall have all been visitors to the NCAA Tournament. The Pittsburg Golden Panthers are also hot, but if you choose Boston College, you'll have a real challenge winning this conference.

SOUTHEASTERN


SEC
A
AU
UF
G
UK
LSU TIGERS
MISS
MSU
TENNESSEE
VANDERBILT
V

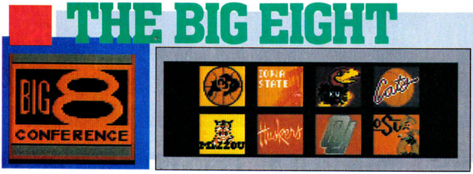
Look for the Alabama Crimson Tide, the University of Kentucky, LSU, and Mississippi State to lead this conference. Vanderbilt and Georgia could be breakthrough teams while Auburn, Florida, the Mississippi Rebels and Tennessee Volunteers have got their work cut out for them. Of course, if you want a challenge, try to win the conference with a weaker team.

SOUTHWESTERN


SWC
BU
UH
RICE
SMU
TEXAS
LONGHORNS
ATM
TCU
T

The University of Arkansas Razorbacks are the class act of the SWC, but the Longhorns from Texas and the Horned Frogs of TCU are solid teams. The Houston Cougars are sort of a wild card team. After that, the quality falls off dramatically. If you want to win with Texas Tech, Baylor, Rice, Texas A&M or SMU, you'll have to play some inspired ball.

THE BIG EIGHT


BIG 8
CONFERENCE
IOWA STATE
KU
Cats
MIZZOU
Huskers
OSU

Kansas and Nebraska sit atop the Big Eight, but Oklahoma State, Colorado, the Oklahoma Sooners and Missouri Tigers are all good teams. Kansas State and Iowa State don't have the speed to run with this pack. The Big Eight teams may have a tough time with the powerhouse schools from the ACC and Big East.

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BING! BING! BING!

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2. Three years
3. Two years
4. One year or less

B. How often do you send your Player's Poll response card in?
1. Every month
2. Most of the time
3. Only when I really want the grand prize (six times a year or less)

C. Which of the 1992 covers you've received so far has been your favorite?
1. Super Castlevania IV (Volume 32)
2. TMNT III: The Manhattan Project (Volume 33)
3. The Legend of Zelda: A Link to the Past (Volume 34)
4. WWF Super Wrestlemania (Volume 35)
5. Darkwing Duck (Volume 36)

D. Which other video game magazines do you read?
1. Video Games & Computer Entertainment
2. GamePro
3. Game Players Guide to Nintendo
4. Electronic Gaming Monthly

E. How old are you?

1. Under 6 2. 6-11 3.12-14
4. 15-17 5. 18-24 6. 25 or older

F. Sex

1. Male 2. Female

Please use the game titles on the back of this card to answer the following questions.

G. Please indicate, in order of preference, your five favorite NES games.

H. Please indicate, in order of preference, your five favorite Game Boy games.

I. Please indicate, in order of preference, your five favorite Super NES games.

Answers to the Player's Poll - Volume 38

Name ____________________ Tel. ____________________

Address ____

City ______________ State ______________ Zip ______________

Membership No. ____________________ Age ____________________

Please answer by circling the numbers that correspond to the survey questions above.

A. 1 2 3 4

B. 1 2 3

C. 1 2 3 4 5

D. 1 2 3 4

E. 1 2 3 4 5 6

F. 1 2

G. Indicate numbers 1-100 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

H. Indicate numbers 101-150 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

I. Indicate numbers 151-189(from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

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1. The Addams Family
2. Adventures of Lolo III
3. American Gladiators
4. Barbie
5. Baseball Stars
6. Bases Loaded II
7. Batman
8. Battletoads
9. Bill & Ted's Excellent Video Game Adventure
10. A Boy and his Blob
11. Captain America and the Avengers
12. Castlevania II—Simon's Quest
13. Castlevania III—Dracula's Curse
14. Contra Force
15. Crystalis
16. Defenders of Dynatron City
17. Déjà Vu
18. Dick Tracy
19. Die Hard
20. Disney's Duck Tales
21. Disney's Rescue Rangers
22. Double Dragon II
23. Double Dragon III
24. Dragon Strike
25. Dragon Warrior
26. Dragon Warrior II
27. Dragon Warrior III
28. Dr. Mario
29. Eliminator Boat Duel
30. The Empire Strikes Back
31. F-15 Strike Eagle
32. Final Fantasy
33. The Flintstones
34. G.I. Joe
35. Gold Medal Challenge
36. Golf Grand Slam
37. Gremlins 2
38. Kung Fu II
39. The Legend of Zelda
40. Lemmings
41. The Little Mermaid
42. Little Nemo the Dream Master
43. Maniac Mansion
44. Mega Man
45. Mega Man II
46. Mega Man III
47. Mega Man IV
48. MetalStorm
49. Metroid
50. Might and Magic
51. Monopoly
52. Monster in my Pocket
53. NES Open Tournament Golf
54. NES Play Action Football
55. Nightshade
56. Ninja Gaiden 2
57. Ninja Gaiden 3
58. Nobunaga's Ambition II
59. Panic Restaurant
60. Pirates
61. Power Blade
62. Batman: Return of the Joker
63. Robin Hood
64. The Rocketeer
65. Roger Clemens MVP Baseball
66. Romance of the Three Kingdoms II
67. S.C.A.T.
68. Shatterhand
69. The Simpsons: Bart vs. the Space Mutants
70. The Simpsons: Bart vs. the World
71. Smash TV
72. Snow Bros.
73. Space Shuttle Project
74. Stanley: The Search for Dr. Livingston
75. Star Trek
76. StarTropics
77. Star Wars
78. Super Off Road
79. Super Mario Bros.
80. Super Mario Bros. 2
81. Super Mario Bros. 3
82. Sword Master
83. T & C 2: Thrilla's Surfari
84. Tecmo Super Bowl
85. Teenage Mutant Ninja Turtles
86. Tetris
87. Terminator 2: Judgment Day
88. Tiny Toon Adventures
89. TMNT II: The Arcade Game
90. TMNT III
91. Tom & Jerry
92. Treasure Master
93. Ultima: Quest of the Avatar
94. Ultima: Warriors of Destiny
95. Ultimate Air Combat
96. Vice: Project Doom
97. Where in the World is Carmen Sandiego?
98. Wizards & Warriors III: Kuros' Visions of Power
99. Wizardry
100. Zelda II—The Adventure of Link

Game Boy Games

101. The Addams Family
102. Adventure Island
103. The Atomic Punk
104. Bases Loaded
105. Batman
106. Battletoads
107. Boggle Plus
108. Castlevania: The Adventure
109. Castlevania II: Belmont's Revenge
110. Choplifter II
111. Days of Thunder
112. Dick Tracy
113. Double Dragon II
114. Dr. Mario
115. Faceball 2000
116. Final Fantasy Adventure
117. Final Fantasy Legend
118. Final Fantasy Legend 2
119. F-1 Race
120. Gauntlet 2
121. Home Alone
122. The Hunt for Red October
123. Jeep Jamboree
124. Kid Icarus
125. Marble Madness
126. Mega Man in Dr. Wily's Revenge
127. Metroid II: The Return of Samus
128. Monopoly
129. Ninja Gaiden Shadow
130. Operation C
131. Prince of Persia
132. The Punisher
133. RoboCop
134. The Simpsons: Escape From Camp Deadly
135. Spider-Man
136. Star Trek
137. Star Wars
138. Super Mario Land
139. Super RC Pro-Am
140. Sword of Hope
141. Tecmo Bowl
142. Terminator II: Judgment Day
143. TMNT: Back from the Sewers
144. TMNT: Fall of the Foot Clan
145. Top Gun: Guts and Glory
146. Turn and Burn
147. Ultima: The Runes of Virtue
148. Ultra Golf
149. Wave Race
150. Who Framed Roger Rabbit?

Super NES Games

151. The Addams Family
152. ActRaiser
153. Arcana
154. Bill Laimbeer's Combat Basketball
155. Castlevania IV
156. Drakkhen
157. Final Fantasy II
158. Final Fight
159. F-1 ROC
160. F-Zero
161. Gradius III
162. Hal's Hole-in-One Golf
163. John Madden's Football
164. Krusty's Fun House
165. The Legend of Zelda—A Link to the Past
166. Lemmings
167. Magic Sword
168. NCAA Basketball
169. Nolan Ryan's Baseball
170. Pilotwings
171. Populous
172. R.P.M. Racing
173. SimCity
174. Smash T.V.
175. Streetfighter II
176. Super Adventure Island
177. Super Baseball Simulator 1.000
178. Super Bases Loaded
179. Super Ghouls 'N Ghosts
180. Super Mario World
181. Super Off Road
182. Super R-Type
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188. U.N. Squadron
189. WWF Super Wrestlemania

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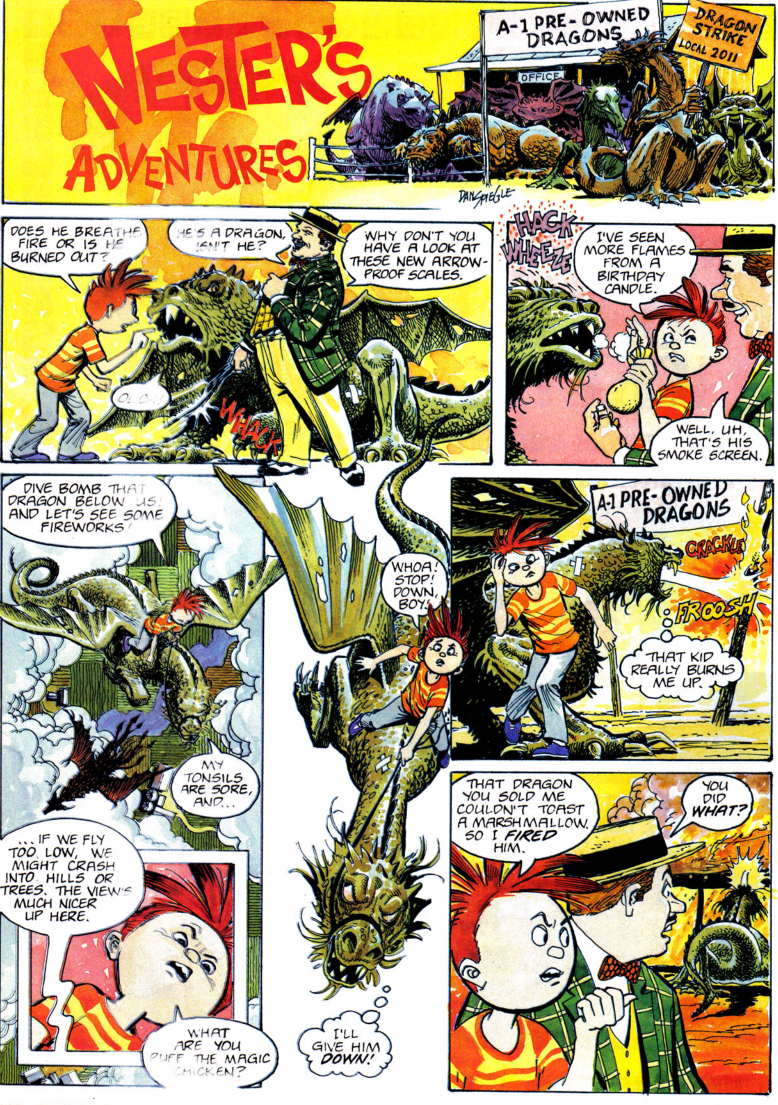
NESTER'S ADVENTURES
A-1 PRE-OWNED DRAGONS
DRAGON STRIKE LOCAL 2011
OFFICE
DAN SPIEGLE
DOES HE BREATHE FIRE OR IS HE BURNED OUT?
HE'S A DRAGON, ISN'T HE?
WHY DON'T YOU HAVE A LOOK AT THESE NEW ARROW-PROOF SCALES.
OH OH!
WHACK
HACK
WHEEZE
I'VE SEEN MORE FLAMES FROM A BIRTHDAY CANDLE.
WELL, UH, THAT'S HIS SMOKE SCREEN.
DIVE BOMB THAT DRAGON BELOW US! AND LET'S SEE SOME FIREWORKS!
MY TONSILS ARE SORE, AND...
...IF WE FLY TOO LOW, WE MIGHT CRASH INTO HILLS OR TREES. THE VIEW'S MUCH NICER UP HERE.
WHAT ARE YOU PUFF THE MAGIC CHICKEN?
WHOA! STOP! DOWN, BOY!
I'LL GIVE HIM DOWN!
A-1 PRE-OWNED DRAGONS
CRACKLE
FROOSH
THAT KID REALLY BURNS ME UP.
THAT DRAGON YOU SOLD ME COULDN'T TOAST A MARSHMALLOW. SO I FIRED HIM.
YOU DID WHAT?

PowerPlayers
Nintendo Power

ACTRAISER

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Ryan Patti	Little Ferry, NJ	Finished
Dana Wikner	Harrisburg, SD	Finished
Joseph Hardy	Brigham City, UT	Finished
Michael Patterson	Benicia, CA	Finished

BATMAN: RETURN OF THE JOKER

Brad Duguid	Victoria, BC	Finished
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Coby Glass	Redford, MI	Finished
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Frank Santoro	Jamaica, NY	Finished
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CASTLEVANIA IV

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GEORGE & ROB'S NOW PLAYING

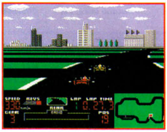
JULY
1992
ROB
GEORGE

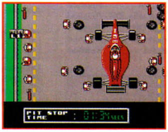
TWO GUYS' OPINIONS ON THE LATEST RELEASES

Our review of the latest NES, Super NES and Game Boy releases has changed slightly. A description of each game is followed by quick impressions from George and Rob.

Ferrari Grand Prix Challenge

Join the Grand Prix World Championship Circuit as the driver for the Ferrari Team and compete in a field of 25 Formula One racers on 16 international tracks against 8 other racing teams. Special features include a choice between automatic and manual transmission and a radio for tips.





GEORGE While this game doesn't have the amazing graphics and array of car parts that are available in F1 ROC for the Super NES, it is a decent Formula One racing game.

ROB I think that it's much better when you use the option to turn off the music and turn on the sound effects. Unless you can hear the roar of the engine, you just don't get a sense of speed and danger.

Might and Magic

This role playing adventure is based on the first installment of a popular personal computer game series. It's a first-person perspective journey through a mysterious underground area known as the Inner Sanctum. Form a party of Humans, Elves, Dwarves and other types of fighters and magicians, then set off for a long and challenging journey.

GEORGE Might and Magic is in the tradition of the Wizardry series. Some players may find the perspective confusing, but I think that it helps the feel of the game.

ROB Dungeons & Dragons fans will like this one, but it's not a game for first time role players. The story is a bit confusing and there's not much action.

Capcom's Gold Medal Challenge '92

As many as eight players can compete against one another in this 18 event sports competition, which will be out just in time for the summer games in Barcelona.

GEORGE This game is very similar to Track and Field II, though it does feature a different lineup of events. I think the play control is intuitive, but the game may be too easy if you use a controller with a turbo function.

ROB That would be cheating. If you're going to win, you've got to be pushing the buttons with your own quick reflexes. My favorite events are the Long Jump and Weightlifting.

Panic Restaurant

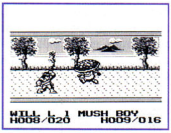
Frenzied food creatures have taken over Cookie the Chef's kitchen. It's up to you to guide Cookie through six courses of culinary craziness.

GEORGE Panic Restaurant plays like a standard side-scrolling, action game. I especially like the giant attack Ladle at the end of the first stage.

ROB This game is fun and true to its theme. The stages even have names like Appetizer and Main Course. Clever. I also like the bonus games, like the one where you grab the fish that are jumping out of the water.

Knight Quest

Put yourself into the shoes of young Will, a teenager who dreams of becoming a knight and serving his kingdom. In order to prove himself worthy, Will sets off to rid the kingdom of a terrible menace and he finds many adventures along the way. In typical role-playing fashion, the fighting scenes require more strategy than dexterity. You choose from four different fighting techniques and watch as Will carries them out.

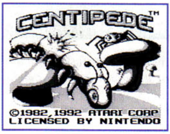


GEORGE In most role-playing games, the fighting scenes just happen without any warning. I like the fact that, in this game, you can see the enemies approaching and that you can avoid fighting them if you're low on energy.

ROB That is a good feature. It puts you in control of your own destiny a little more than you would be if the enemies just ambushed you every time.

Centipede

Like other early '80s arcade hits, Centipede, has made its way to Game Boy. Multi-sectioned creatures zigzag through a screen full of obstacles and crawl down to your level. It's up to you to knock out all of the sections before they get too close.



GEORGE I've liked all of the arcade classic translations from Accolade so far, though the screen can get a little crowded and confusing on this one.

ROB While it may not be as sophisticated as some newer games, it still is a fun diversion.

Jeep Jamboree

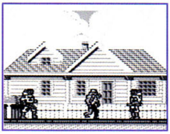
Drive over bumpy courses, big rocks and road blocks in a four-wheeler free-for-all for one or two players. A single player attempts to race out in front of a 20 jeep pack while two players compete side-by-side on an otherwise empty course.

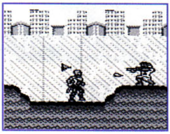
GEORGE The graphics are fun and fast moving in this racer. It really feels like an off-road race.

ROB I like the action and the feel of the game also. Since everything does move so quickly, though, sometimes you can run into an obstacle before you have a chance to react. That can be a little frustrating.

Toxic Crusaders

The war on polluters has begun. Evil Dr. Killemoff is aiming to mess up Tromaville with his band of Radiation Rangers. It's your job to guide the Toxic Crusaders to Killemoff's lair and stop him before he gets out of control. You guide Toxie, Nozone, Junkyard, Headbanger and Major Disaster as they make their own efforts to defeat Killemoff with their own fighting techniques.



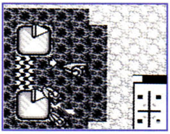


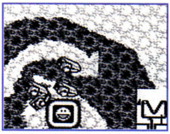
GEORGE There are a lot of similarities to a T.M.N.T. game in this side-scroller. You've got mutants, characters with different abilities and a lot of toxic waste. I think that it's great!

ROB I like this one too. And I'd say that the characters are more different from each other than the Turtles are. The play control is also very intuitive.

Wave Race

Pilot a personal water craft through 16 worldwide water courses in this Game Boy racer for up to four players. You'll start in the 550cc class and work your way up to the big 800cc engines. You can hit jump platforms for extra air, steer around buoys and pylons and lean on the turbo jet for an extra boost of speed.





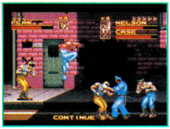
GEORGE It's Super R.C. Pro-Am on the water! This game is a lot of fun, and you really do get a sense of racing on a water course. I especially like the way that your craft skids around corners.

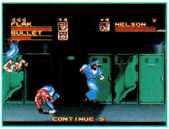
ROB It's best if you've got a lot of players. When four friends are all challenging each other at once, the room is just charged with excitement.

The opinions of Rob and George do not reflect the opinions of Nintendo Power Magazine or Nintendo of America Inc.

Rival Turf

Oozie Nelson and Jack Flak kick and punch their way through crime-ridden streets in this two-player simultaneous fighter. Oozie can unleash the incredible Storm Bomber move, while Jack can attack with the super Sweep Hurricane.





GEORGE This game is more or less Final Fight for two players. Games like this are usually more fun when you have a partner, but I can't help thinking that we've seen this all before.

ROB And we'll see it again. Street fighting games are extremely popular. While this one really doesn't offer anything new, it is a well-executed game for its type.

Magic Sword

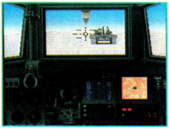
This Super NES conversion of the arcade hit offers the same great graphics and smooth action as the original. Climb a giant tower and take on its evil inhabitants with help from your mighty sword and a host of fighting companions. You'll get help from other fighters by collecting keys and opening locked cells along the way. They range from star-tossing ninjas to powerful magicians.

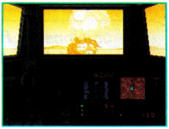
GEORGE I've played Magic Sword at the arcade quite a bit and this translation is right on target. What sets this game apart from other sword-wielding action games is the fact that you can get help from such a wide variety of supporting fighters.

ROB I like that feature as well. It's also cool that you can select stages at the beginning so that you're not always starting on the first floor of the tower.

Super Battletank: War in the Gulf

Inspired by last year's Persian Gulf War, Super Battletank: War in the Gulf is a tank combat simulation that takes place in Kuwait and Iraq. It's your job as a tank commander to carry out various ground war activities, like blasting other tanks, taking out missile launchers and navigating through mine fields.



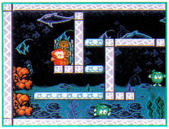


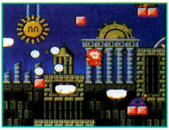
GEORGE I like the combat scenes in this game and the realistic graphics. I had hoped there would be more strategy than just locating enemies and firing away.

ROB There really isn't that much strategy to the game, but I think that it does get a little more complicated and involved as you progress through the missions.

Spanky's Quest

Enter the fantasy world of Mopoland and help the adventurous monkey, Spanky, clear six large and puzzling towers. By bouncing a magic ball on his head and changing it into an attack ball, Spanky can stun his enemies and collect the tower keys. There are more than 60 tower rooms in all.



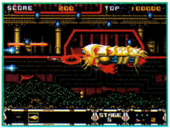


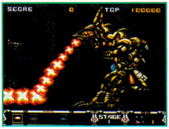
GEORGE Spanky's Quest for the Super NES is very much like its Game Boy predecessor, only with more detailed graphics and different level designs. It's a pretty elementary game but I can see maybe a younger brother or sister liking it.

ROB I do like the detail of the backgrounds and the play control is very responsive, but it's not a game that I'd play for hours and hours.

Thunder Spirits

Tune up your Vrax fighter for an eight-stage battle beyond the stars. A deadly bio-computer is wreaking havoc on four alien worlds. As the pilot of a super-equipped space cruiser, you have the power to fly down to the surface of the planets, blast the evil robots that have taken over and work your way to the computer's core.





GEORGE This game is a lot like the Super NES space shooters that have preceded it, like Super E.D.F., Gradius III and Darius Twin. It would take a real fan of this type of game to want more than one or two games of this type. The graphics are quite detailed, but sometimes the ship gets lost in the background.

ROB I really like the inventive enemies in this game. They all seem to be these huge robots that are designed for nothing but total destruction. They really make the game for me.

NCAA Basketball

Since there are a few minor changes being made to this ground-breaking basketball game, the release has been moved to early fall. It should be out just in time for basketball season to begin.

GEORGE This is the most realistic basketball game I've ever seen. You're dropped straight into the action with that on-the-court view. I also like the number of defensive and offensive plays that you can call on the run.

ROB The way that the point of view turns around so quickly might be a little confusing for some players at the beginning, but you do get used to it after a while.

Street Fighter II

The hottest arcade game around has been faithfully reproduced for this Super NES conversion. One or two players can participate in a one-on-one battle that takes place in 12 locations worldwide. You can choose to control one of eight incredible fighters, each with his or her own special moves.

GEORGE This is just like having the arcade game at home! The fighters are big, the action is fast and the special moves are incredible.

ROB I'd have to agree with you. This game is a must have for Super NES players who like action and competition.

YOUR GUIDE TO THE LATEST RELEASES

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
CAPCOM'S GOLD MEDAL CHALLENGE '92	CAPCOM	8P-A/BATT	3.0	2.5	3.5	3.7	SUMMER GAMES
FERRARI GRAND PRIX CHALLENGE	ACCLAIM	1P/PASS	2.8	3.6	2.8	2.8	RACING
MIGHT AND MAGIC	AM. SAMMY	1P/BATT	3.3	2.9	3.1	3.1	ROLE PLAYING
PANIC RESTAURANT	TAITO	1P	3.4	3.5	3.5	3.8	COMIC ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
CENTIPEDE	ACCOLADE	2P-S	2.6	3.5	3.4	3.2	ARCADE CLASSIC
JEEP JAMBOREE	VIRGIN GAMES	2P-S	3.4	3.3	3.0	3.0	DRIVING
KNIGHT QUEST	TAITO	1P/PASS	3.3	3.0	3.3	3.3	ROLE PLAYING
TOXIC CRUSADERS	BANDAI	1P/PASS	3.1	3.4	2.8	2.7	COMIC ACTION
WAVE RACE	NINTENDO	4P-S/BATT	3.3	4.0	3.7	3.8	WATER RACING

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
MAGIC SWORD	CAPCOM	1P	3.6	3.7	3.4	3.3	SWORD BATTLE
NCAA BASKETBALL	NINTENDO	2P-S/BATT	3.6	3.4	4.0	4.0	BASKETBALL
RIVAL TURF	JALECO	2P-S	3.5	3.8	3.5	3.0	STREET FIGHTING
ROMANCE OF THE THREE KINGDOMS II	KOEI	5P-A/BATT	3.2	2.7	3.2	3.1	ROLE PLAYING
SPANKY'S QUEST	NATSUME	1P/PASS	3.3	3.1	2.9	2.8	PUZZLE ACTION
STREET FIGHTER II	CAPCOM	2P-S	4.2	3.7	4.1	4.0	STREET FIGHTING
SUPER BATTLETANK: WAR IN THE GULF	ABSOLUTE	1P	3.6	3.2	3.3	3.3	COMBAT SIMULATION
THUNDER SPIRITS	SEIKA	1P	3.4	3.4	2.9	2.9	SCI-FI ACTION

CHART KEY

You can get the most out of our game chart by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

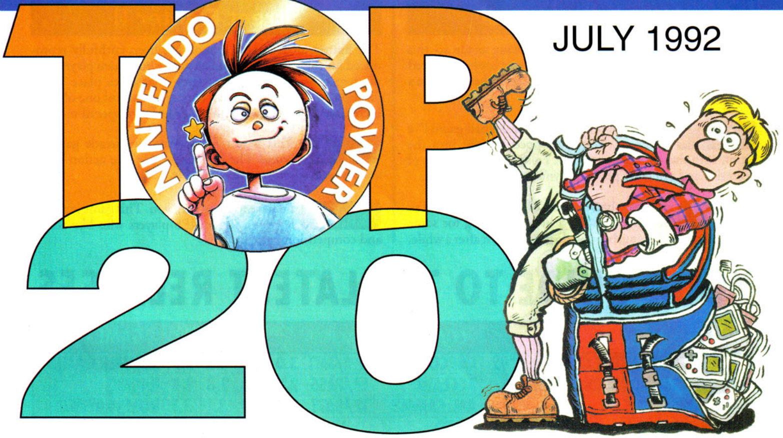
POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

TOP 20

JULY 1992



Whoa! There's been a bit of a shakeup in top ranks of each category, especially in the Super NES category. F-Zero lost a little steam and Zelda moved up, but WWF Super WrestleMania shot to the top of the Dealers' lists and that moved it into the #3 slot.

NES

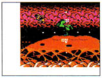
1 8,355 POINTS
33 MONTHS

SUPER MARIO BROS. 3

Here they are again! No other game has had this kind of lock on the top of the charts. Congrats, Mario and Luigi!

2 5,439 POINTS
11 MONTHS

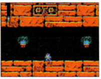
BATTLETOADS



The Toads are back into second place after faltering a bit. The Dark Queen is still set on having frog legs for dinner.

3 5,395 POINTS
6 MONTHS

MEGA MAN IV



This time, Dr. Wily AND Dr. Cossack are out to stop Mega Man. Everyone's favorite blue robot will fight them off.

4 4,765 POINTS

TMNT III: THE MANHATTAN PROJECT

Making an impressive move up the chart was the goal for the Turtles. Obviously, they accomplished it.

5 4,633 POINTS

THE LEGEND OF ZELDA

As long as Link can wield his sword and shield, Players will continue to help him use them.

6	4,246 POINTS	TECMO SUPER BOWL
7	3,948 POINTS	FINAL FANTASY
8	2,918 POINTS	TMNT II: THE ARCADE GAME
9	2,884 POINTS	DR. MARIO
10	2,760 POINTS	SUPER MARIO BROS. 2
11	2,704 POINTS	TETRIS
12	2,586 POINTS	MEGA MAN III
13	2,377 POINTS	METROID
14	2,178 POINTS	DRAGON WARRIOR III
15	2,112 POINTS	THE ADDAMS FAMILY
16	2,092 POINTS	TINY TOON ADVENTURES
17	2,090 POINTS	ZELDA II: THE ADVENTURE OF LINK
18	2,006 POINTS	CASTLEVANIA III: DRACULA'S CURSE
19	1,874 POINTS	THE SIMPSONS: BART VS. THE WORLD
20	1,841 POINTS	BATMAN

SUPER NES

1 9,171 POINTS
7 MONTHS

SUPER MARIO WORLD

Less than a thousand beans separates Mario and Zelda in the Super NES category. What's going to happen next month?

2 8,254 POINTS
7 MONTHS

THE LEGEND OF ZELDA: A LINK TO THE PAST

Remember when we predicted Zelda would be the game to take over the Super NES top slot? It may happen soon!

3 8,026 POINTS
2 MONTHS

WWF SUPER WRESTLEMANIA

Simply amazing! The newest WWF game gave an Atomic Knee Drop to the competition at the Dealer level. Ouch!

4 7,303 POINTS

F-ZERO

The F-Zero racers must have had to pit because they lost some precious ground to the competition.

5 5,730 POINTS

CASTLEVANIA IV

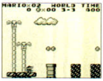
One of the greatest warriors from the past is presently taking care of his Super NES business.

6	5,266 POINTS	FINAL FANTASY II
7	4,606 POINTS	FINAL FIGHT
8	3,724 POINTS	SIMCITY
9	3,095 POINTS	ACTRAISER
10	3,061 POINTS	PILOTWINGS
11	2,950 POINTS	CONTRA III: THE ALIEN WARS
12	2,934 POINTS	THE ADDAMS FAMILY
13	2,742 POINTS	SUPER GHOULS 'N GHOSTS
14	2,606 POINTS	JOE & MAC
15	2,557 POINTS	STREET FIGHTER II: THE WORLD WARRIOR
16	2,455 POINTS	LEMMINGS
17	2,144 POINTS	SUPER SMASH T.V.
18	2,116 POINTS	U.N. SQUADRON
19	1,996 POINTS	JOHN MADDEN FOOTBALL
20	1,839 POINTS	SUPER OFF ROAD

GAME BOY

1 10,357 POINTS
22 MONTHS

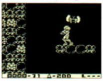
SUPER MARIO LAND



And you thought that Mario was on his way out in the Game Boy category. Mario may be up to something new, too!

2 9,284 POINTS
7 MONTHS

METROID II: RETURN OF SAMUS



Samus was on track to hold on to the top spot for quite a long time, but she got held up by a pesky Metroid.

3 5,480 POINTS
8 MONTHS

BATTLETOADS

The only territory left for the Toads to cover is the Super NES category. They may be there sooner than you think.

4 4,504 POINTS

DR. MARIO

A good doctor is always on call to help those in need. Dr. Mario helps those in need of some fun.

5 4,241 POINTS

TMNT II: BACK FROM THE SEWERS

Dudes! Check 'em out! The small screen Turtles are back from the sewers and back into the top 5.

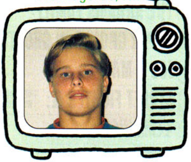
6	3,988 POINTS	THE SIMPSONS: ESCAPE FROM CAMP DEADLY
7	3,548 POINTS	MEGA MAN IN DR. WILY'S REVENGE
8	3,544 POINTS	FINAL FANTASY ADVENTURE
9	2,946 POINTS	TERMINATOR 2: JUDGMENT DAY
10	2,683 POINTS	TMNT: FALL OF THE FOOT CLAN
11	2,491 POINTS	HOME ALONE
12	2,310 POINTS	F-1 RACE
13	2,307 POINTS	CASTLEVANIA II: BELMONT'S REVENGE
14	2,273 POINTS	FINAL FANTASY LEGEND II
15	2,174 POINTS	FACEBALL 2000
16	2,149 POINTS	OPERATION C
17	2,077 POINTS	SUPER R.C. PRO-AM
18	2,049 POINTS	THE ADDAMS FAMILY
19	1,909 POINTS	KID ICARUS
20	1,734 POINTS	FINAL FANTASY LEGEND

PLAYER'S PICKS

WHAT ARE YOUR FAVORITE GAME BOY GAMES?

PLAYER'S PICKS

Jared Hollingsworth
Alamogordo, NM



Final Fantasy Adventure
Final Fantasy Legend II
Final Fantasy Legend
Tecmo Bowl
TMNT II: Back From the Sewers

PLAYER'S PICKS

Brandon Osborne
West Valley City, UT

Super Mario Land
Super R.C. Pro-Am
Double Dragon II
Operation C
Terminator 2: Judgment Day

PLAYER'S PICKS

Paul Appleberry
Dayton, OH

Dr. Mario
F-1 Race
Super Mario Land
TMNT II: Back From the Sewers
TMNT: Fall of the Foot Clan

PLAYER'S PICKS

Tracy Holloway
Belhaven, NC

The Addams Family
Bubble Ghost
Home Alone
Super Mario Land
Super R.C. Pro-Am

PLAYER'S PICKS

Mitchell Lee
Springville, CA

Tecmo Bowl
Batman
TMNT: Fall of the Foot Clan
F-1 Race
Super Mario Land

PLAYER'S PICKS

Kyle Preston
Georgetown, OH

Terminator 2: Judgment Day
Days of Thunder
Super Mario Land
RoboCop
Home Alone

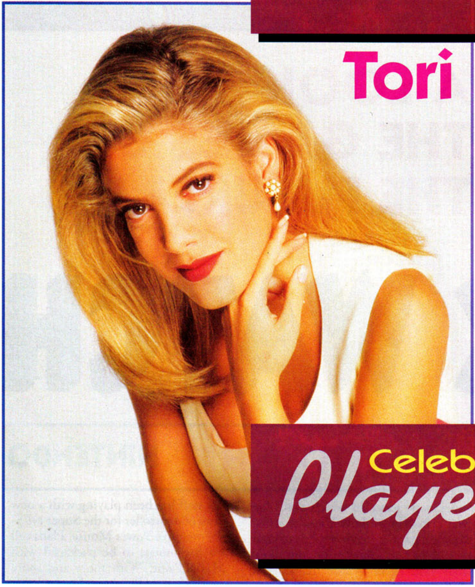
PLAYER'S PICKS PLAYER'S PICKS PLAYER'S PICKS

TAKE 5

The readers of Nintendo Power have voted these games to be their Top 5 NES Action/Adventure games. Cast a vote for your favorites in the Player's Poll this month.

NES Action/Adventure Games: Player's Picks for July 1992

1. Super Mario Bros. 3
2. Battletoads
3. Mega Man IV
4. TMNT III: The Manhattan Project
5. The Addams Family



Tori Spelling

Celebrity Player Profile

90210 is the zip code for one of the hippest communities in Southern California, Beverly Hills. Tori Spelling should know—she grew up there, and now she plays one of the most popular kids in high school on "Beverly Hills, 90210," the hottest show on television. Both on and off the show, she has all the tools for success: talent, beauty and brains. And she certainly knows how to have a good time, especially when she plays Nintendo games.

Nintendo Power: How did you get started acting?

Tori Spelling: I started when I was six years old, doing an episode of "Vegas" for my dad (Aaron Spelling). I played the secretary's daughter and had to ask my uncle to go ice skating with me. That was my big debut! I loved it from the beginning and always knew that I wanted to pursue an acting career.

NP: What's life like on the set of "90210"?

TS: It's great. As a cast, we're all really close. We spend so much time together that each member has become a big part of my life. We have a lot of fun joking around.

NP: What's it like working with Luke Perry and Jason Priestley?

TS: They're wonderful people and great friends. I'm impressed with them because even though they receive so much attention from girls and the press, they've remained unaffected and genuine.

NP: Are you much like Donna, the character you play?

TS: We're both funny and have good senses of humor, but she's kind of ditzy and I'm not, so we're different in that way. I'm pleased with Donna's progress though. She's become more insightful and realizes that she, like most teenagers, has some problems.

NP: How has the show's success changed your life?

TS: Being a celebrity is fun, but it makes life a lot less private. I can't go to shopping malls anymore—kids run up and ask for my autograph. But it can also be really neat when adults tell me how much they enjoy the show and that it helps them with their kids.

NP: What do you do when you're not working?

TS: I play Nintendo games, do interviews, try to catch up on my sleep and take it easy. I also like to read and write. I generally enjoy reading fiction—romance novels and horror stories.

NP: What are your favorite games?

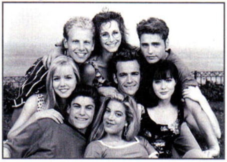
TS: I like all of the Super Mario games, and I particularly enjoy thought-provoking games, the ones that make you search for hidden objects.

NP: Who do you play Nintendo games with?

TS: I have the Super NES in my bedroom at home, and I have an NES in my dressing room on the set. Every single day I play Super Mario Bros. 3 with Shannen [Doherty] and Jennie [Garth]. Luke and Jason also play, but they're not as good as we are.

NP: What plans do you have for the future?

TS: I've always wanted to act, but I also have aspirations to write scripts for motion pictures and television. I'm excited about my screenplay, "Footprints in the Sand." It's a short film I wrote, produced and directed about a group of high school girls spending their last summer together.



The cast from the hottest show around, Beverly Hills, 90210, clockwise from the upper right: Jason Priestley, Luke Perry, Shannen Doherty, Tori Spelling, Brian Green, Jennie Garth, Ian Ziering and Gabrielle Carteris.

NINTENDO
POWER

A LOOK INTO THE GAMES OF THE FUTURE

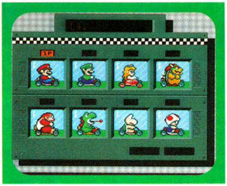
PAK WATCH

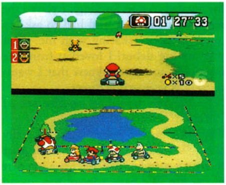
UNDER CONSTRUCTION

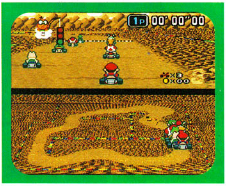
Super Mario Kart NINTENDO

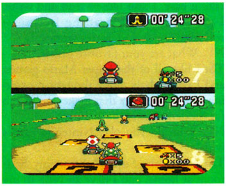
Our globe-trotting Pak Watchers recently caught up to a couple of Super NES carts at Nintendo Company Ltd. in Kyoto, Japan that will be coming your way this fall. First off, Super Mario Kart is a new kind of racing game. Instead of high-powered Formula One racers, you'll control a zippy go-cart in the Mushroom Kingdom with opponents like Bowser and Princess Toadstool. You'll race on tracks through places like Ghost Houses and a plain of chocolate. In the split-screen, two-player battle mode, you collect weapons such as Koopa shells and fire them at the other racer. In the one-player mode, you get an overhead view or a rearview on the split screen. The characters and objects will be familiar to anyone who has played Super Mario World.

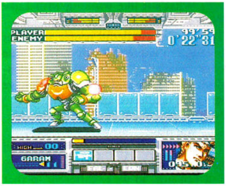
Super NES Battle Clash is a SuperScope game in which you blast away at invading robots. The idea is that you are a gunner inside a robot of your own. A partner (human or computer) steers your robot to face the attacker while you aim and shoot. Each enemy robot has its own unique attack, and the action is often blindingly fast. Look for a different name when the game is actually released. Finally, your Pak Watching staff has been playing with a new kind of controller for the Super NES--Nintendo's Power Mouse. Plans call for the mouse to be packaged with Mario Paint. With more and more adaptations of PC games for the Super NES, and with CD games on the horizon, the Power Mouse should allow quicker access to menus and other point and click functions.









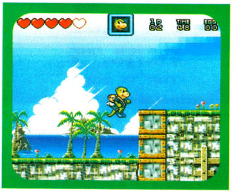


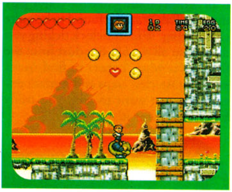
Dinosaurs

IREM

What would happen if you were transported back in time to the age of the dinosaurs? That's the question asked by Irem's upcoming Super NES action game called Dinosaurs. The correct answer would probably be that a dinosaur would step on you, but this game is more optimistic. You get to ride around on a thunder lizard and punch out other critters. The premium is on jumping skills and quickness in this side-scroller that reminded your Pak Watching crew of Super Mario World, Super Adventure Island, and Joe & Mac. Although the concept is about 65 million years old, the game turned out to be well designed and fun to play. Easy-to-use controls and some challenging stages kept our interest high.

Irem is also working on a golf release called The Irem Skins Game, in which you get to play a Skins match with some power golfers. If you win a hole, you also win the Skin for that hole, which is a dollar amount. Too bad the dollars exist only on video.



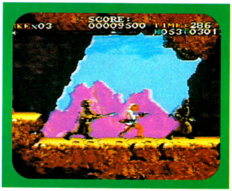


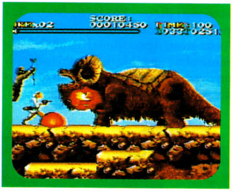
Super Star Wars

LUCASFILM

Super Star Wars from Lucasfilm Games and JVC, due out this fall, is based on the original block-busting adventure, which means that Luke and friends are out to destroy Darth Vader's Death Star.

This game will feature Mode 7 effects and digitized voices. The side and vertical-scrolling action will be intercut with cinema scenes and the programmers promise lots of neat options like using vehicles.



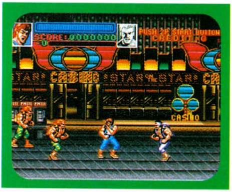


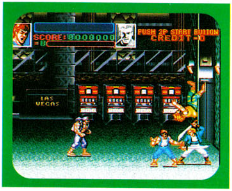
Super Double Dragon

TRADEWEST

The Double Dragon saga is coming to the Super NES soon according to Tradewest. Action fans are going to eat up the super animation, particularly the specialty moves like spin kicks and body throws. The plot puts the brothers Lee in the thick of a martial arts madhouse. This time the action is in Vegas--on the streets, in the casinos and even in the elevators. The variety of the enemies is greater than ever before, and many of the thugs have great new moves. Graphics and sound are arcade quality and you can customize the controls to suit yourself.

Pak Watch has also been watching the progress of Tradewest's Danny Sullivan's Indy Heat, a racing game featuring Indy-type cars on many of the fastest tracks around. Word is that it should be at the starting line soon.



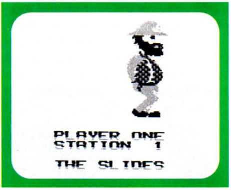


UNDER CONSTRUCTION

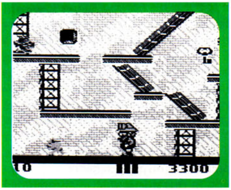
Miner 2049er

MINDSCAPE

If you've wanted to explore a radioactive uranium mine--and you can bet that your fearless Pak Watch reporters were hot to try it--here's your chance. Miner 2049er from Mindscape is an action puzzle game for Game Boy that this Pak Watcher found to be quite challenging. With the clock ticking you must clear all the fall-out dust from the floors of a mine. Expect to find tricky jumps, obstacles, traps and mutant enemies. If you want to win, you really have to glow for it!



PLAYER ONE
STATION 1
THE SLIDES

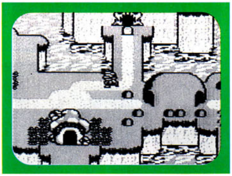


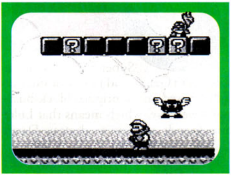
BRIGHT IDEA!

Super Mario Land 2

NINTENDO

When Mario returns to Game Boy in Super Mario Land 2 this fall, the biggest surprise may be Mario himself, whose on-screen character has increased in size. The larger Mario improves the control. The animation also looks great. Apart from that, SML 2 has more of a Super Mario World feel with an overworld map on which to roam to areas like the Pumpkin Dome.





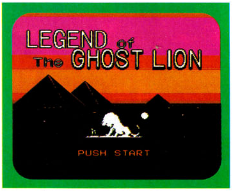
BRIGHT IDEA!

Legend of the Ghost Lion

KEMCO

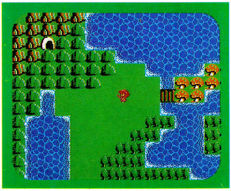
Maria's parents were lost in the wilds of Africa and now she must save them from the curse of the Ghost Lion. So begins Kemco's Legend of the Ghost Lion--a sort of NES Sheena, Queen of the Jungle thing. Frankly, this Pak Watcher was surprised to find an American child charging about Africa with a couple of spirit warriors in a Dragon Warrior look-alike RPG. But plot and presentation aside, Ghost Lion has something to offer RPG fans, especially younger or impatient players. In short, it's fast and the battles are easy to win.

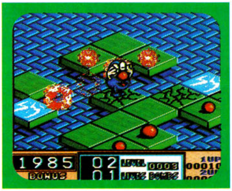
Later in the year expect to see Ace Harding: Lost in Las Vegas, which follows on the gumshoe heels of Deja Vu. The Shadowgate-like interface emphasizes clue gathering. We also look forward to playing Sword of Hope II for Game Boy. Finally, Kemco plans on releasing an explosive Super NES puzzle game called Ka-Blooey.



LEGEND of The GHOST LION

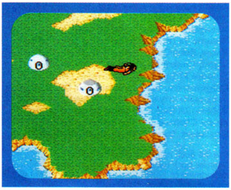
PUSH START

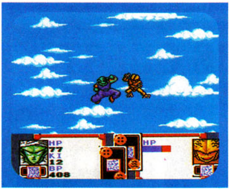




JAPAN WATCH

Dragon Ball Z from Bandai is one of the most popular games currently in Japan as reported in last month's Pak Watch. That was enough to get this Pak Watcher intrigued. Bandai sent a copy of the game, which turned out to be a sci-fi RPG with excellent animation. The combat scenes resemble action game fighting scenes, except you're not in control. Too bad. Still, with all the battle choices available and the great animation for each special attack, each battle sequences is unique. Another cool part of the game is that your main character can fly all over the world under his own power. The fast action animation and the RPG depth make for a lively and complex game that has been keeping Japanese game players glued to their sets.

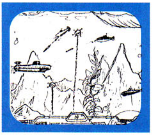




GOSSIP GALORE

It's mid-summer and things are really starting to heat up outside and at Pak Watch Central. Felix The Cat for the NES is on the way from Hudson with a bag of magic tricks. This cat runs, jumps and cruises around in cool vehicles during the side-scrolling adventure. Electronic Arts' Rampart for the Super NES also has some cruising in it--cruising ships that aim their cannons at you as they attempt to blow your castle to smithereens. Upcoming games with impressive firepower won't be limited to sea/land battles. Spectrum Holobyte has become the licensee for Star Trek: The Next Generation. They hope to have a Super NES Pak ready to fly by early '93 along with an adaptation of their popular PC dogfight simulator, Falcon. The Young Indy TV show will be the basis for a Jaleco game next year. Also in the Super NES wings for '93 is The Wizard of Oz from Seta. All Pak Watch has learned so far is that you can play as any of the four major characters and the plot will begin like the movie, then branch off to provide new adventures. Seta says the classic movie's musical score will be used throughout the game.

Far from Kansas, Hi-Tech is working on Super Hunt For Red October. Pak Watch received a copy of the working notes of this game with storyboard sketches showing missions in the Caribbean, Mediteranean, and North Pacific, plus a final mission to foil a coup attempt in Russia. Multiple screen view options planned for the game will show the Red October in side view, a periscope view of the surface, a map and a weapons screen. Dragon Warrior IV from Enix for the NES is also on its way this fall. Later in the year, expect ActRaiser II and Soul Blazer (which was renamed from Soul Blader). If that's not enough for you, we'll have a full CES report in the next issue.



FUTURE GAMES
FOR THE

NES

Ace Harding: Lost In Las Vegas
Contra Force
Danny Sullivan's Indy Heat
Dragon Warrior IV
Gargoyle's Quest
Felix The Cat
Krusty's Fun House
Legend of the Ghost Lion
Rocky

SUPER NES

Bart's Nightmare
Dinosaurs
The Duel: Test Drive II
The Irem Skins Game
Ka-Blooey
Mario Paint
Out of This World
The Rocketeer
Super Double Dragon
Super Faceball
Super Mario Kart
Super Play Action Football
Super Star Wars
TMNT IV
Ultrabots: Sanction Earth
WINGS 2

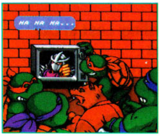
GAME BOY

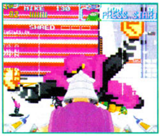
Ariel (The Little Mermaid)
Kirby's Dream Land
Lunar Chase
M.C. Kids
Miner 2049er
Super Mario Land 2
Track & Field

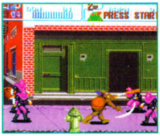
NEXT ISSUE
COMING NEXT MONTH IN VOLUME 39

TMNT IV: TURTLES IN TIME

The very same Turtles In Time game you've seen in the arcades will show up on the Super NES very soon. Konami's game will also show up in the pages of Nintendo Power next month!

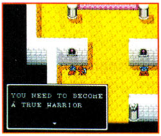


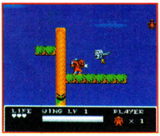


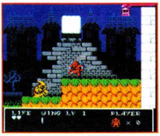


GARGOYLE'S QUEST

Firebrand the Gargoyle is back and he's the only creature in the Ghoul Realm who can save the world. It's an NES feast of flight and fancy from Capcom.

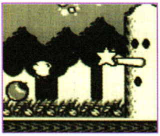


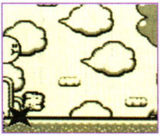


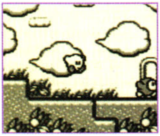


KIRBY'S DREAM LAND

Dream Land is in peril! An evil king has stolen the magic Twinkle Stars. If they're not recovered, the people of Dream Land could starve. Nintendo sends Kirby to the rescue!

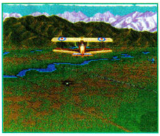


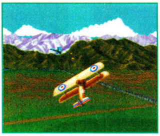


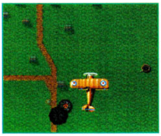


WINGS 2: ACES HIGH

Join the flying circus above the battlegrounds of Europe in the soaring World War I dogfight simulator from Namco. Prove that you can be an Ace of legends.







BACK ISSUES

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 28 (Sept. '91): Super Mario World, Star Wars, Smash TV, Kick Master.
Volume 29 (Oct. '91): Star Trek, F-Zero, Metroid, Shatterhand, Roger Clemens MVP Baseball.
Volume 30 (Nov. '91): Final Fantasy II, Tom & Jerry, Where In Time Is Carmen Sandiego?, Flintstones, Ultimate Air Combat.
Volume 31 (Dec. '91): Tiny Toon Adventures, Batman: Return of the Joker, ActRaiser, Metroid II: Return of Samus (Game Boy).
Volume 32 (Jan. '92): Mega Man IV, Monster In My Pocket, Tecmo Super Bowl.
Volume 33 (Feb. '92): TMNT III: The Manhattan Project, The Simpsons: Bart vs. The World, Rampart, GI Joe: The Atlantis Factor.
Volume 34 (Mar. '92): The Empire Strikes Back, Terminator 2, Nightshade, McKids, Lemmings, Zelda: A Link To The Past.
Volume 35 (Apr. '92): Captain America & The Avengers, T&C 2: Thrilla's Surfari, Yoshi.
Volume 36 (May '92): Darkwing Duck, Wacky Races, RoboCop 3, Work Boy, Super Adventure Island, Contra III, Xardion, Super Soccer.
Volume 37 (June '92): Lemmings (NES), Dragonstrike, Stanley: Search for Dr. Livingston, Arcana, Krusty's Fun House, Top Gear, F1 ROC.
Volume 38 (July '92): Panic Restaurant, Gold Medal Challenge, Might & Magic, Toxic Crusaders, Street Fighter II, NCAA Basketball.

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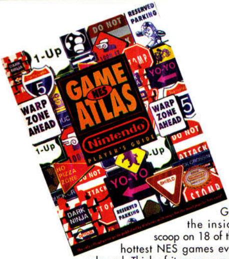
PLAYER'S GUIDES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Nintendo
PLAYER'S GUIDE
WARP ZONE AHEAD
1-UP
DO NOT
RESERVED PARKING
YO-YO
DARK NINJA
PIZZA ZONE
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SHIELD

Get the inside scoop on 18 of the hottest NES games ever released. Think of it as your road map to NES success!

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Comprehensive coverage of 136 Game Boy titles. This is by far the best source of information for Game Boy.

MARIO MANIA
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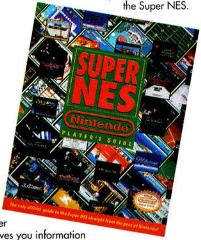
PLAYER'S GUIDE

THE place to find the inside story on Mario, plus a whopping 140-page review of Super Mario World for the Super NES.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PLAYER'S GUIDE

This super guide gives you information on 55 Super NES titles and detailed reviews of 19 spectacular games!

ZELDA PLAYER'S GUIDE

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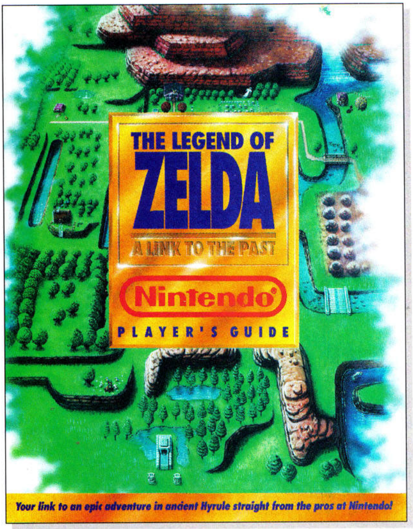
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Your link to an epic adventure in ancient Hyrule straight from the pros at Nintendo!

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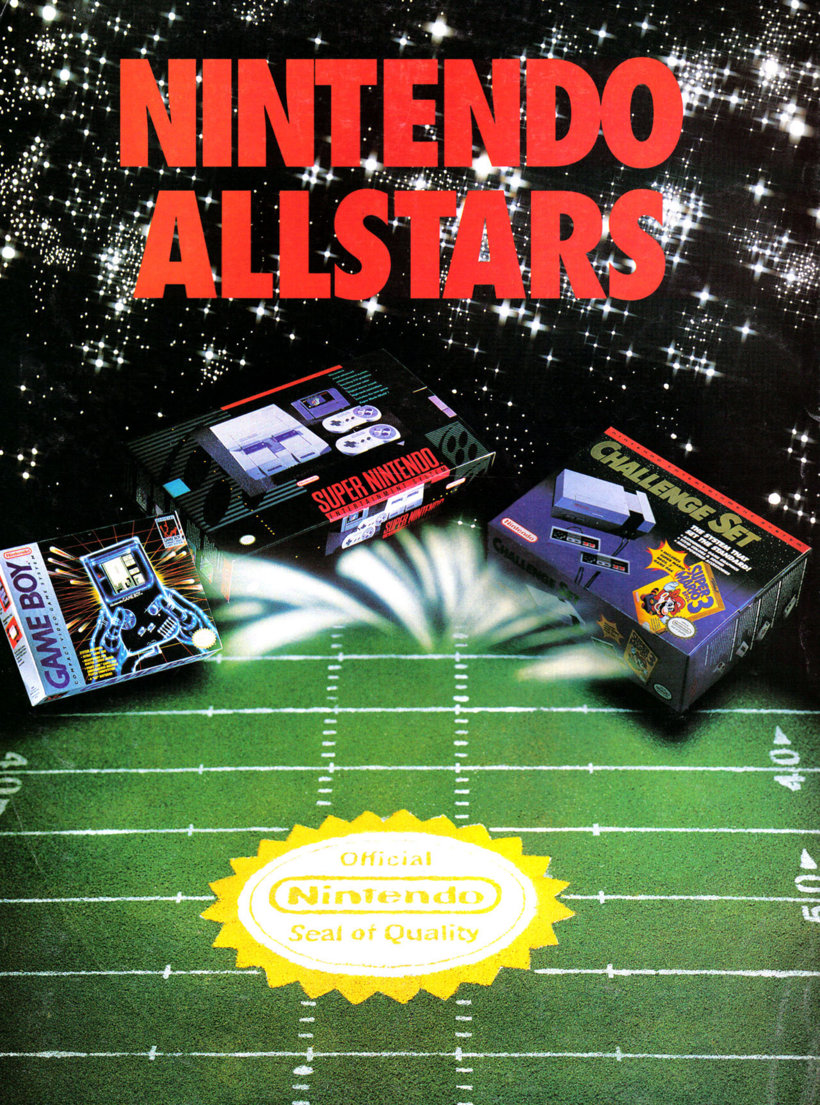
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